MIDDARA

BOUNTY PACK

THE PIT BOSS

REWARD OFFERED

The Fog Beyond the Fringe

Felix crouched low, dodging between narrow beams and waist-high supports. His breath came in hissing gasps through his mask, which worked overtime to keep the toxic purple miasma from his lungs. At least so far it was succeeding, and he could still breathe. If those filters clogged before he made it back to the surface, he was dead.

Finally he emerged into another natural cavern, running one gloved hand along a shimmering limestone formation. This was probably the cavern he'd been told about, but he had to take his time. Stealing a little precious Itlum crystal from under the noses of NAME Mining Company and the Adlets living down here would be the heist of a lifetime—but he would have to live to enjoy his fortune.

He eyed the ground for tripwire lines, which would catch the light of his glowstone only if he held it just so. They were too weak to hurt him, but the Adlets were smarter than that. The lines were only rigged to make noise, alerting them to his presence. But he saw nothing, other than a set of narrow, rusting minecart tracks. There was no human minecart small enough to use tracks like these—this was Adlet work.

A single shard of shimmering blue crystal emerged from the ground just ahead, soon overpowering his glowstone. Of course the glow didn't reach far—the misty purple miasma was a constant companion down past the Fringe, blinding him to anything but what was a few feet from him. Here we are, Felix, he thought. A few pounds of this, and you've got it made. He knew very little about the Itlum, except what the fence had told him. Don't touch it, and the bigger the crystal shard, the more valuable it is for a Float Core. That would have to be enough.

He dropped to one knee beside the little crystal shard, drawing his dagger from his belt. He slipped it around the crystal, scooping away loose rock. It was slow, painful going, with only the hiss of his own breath as a companion. Maybe I should've waited for a Drudge crew to pass this way, and robbed their minecarts. Would've been easier. Easier, but more dangerous. This operation already had enough points of failure.

He'd been working for what felt like hours before he heard anything that wasn't his own tools, a faint clatter in the cavern around him. A lone cave sickle maybe, wandering around before the miasma choked it to death? Felix hesitated, judging the size of the crystal. As long as his arm now, with a glow so bright it shone like a spotlight through the fog. Raw Itlum didn't float, or else he couldn't possibly finish this robbery alone. But little pieces of the crystal that came away seemed to hover just nearby, a cloud of attracted particles that glowed like little embers.

He twitched as he heard another sound, holding his breath and straining to make it out. Probably pushed my luck enough. He took hold of the crystal with gloved fingers, snapping it laterally as hard as he could. It cracked like a shard of glass, shearing away easily under his grip.

The reaction was instantaneous—where raw Itlum was newly-exposed to the air, a thick smoke seeped out from within. The miasma was far heavier than air, oily enough that it clung to everything nearby. But he was ready for that— he slipped the crystal into a tube along his back, and sealed it closed. Only when it was tight on his shoulders could he finally rise to his feet, looking back the way he'd come.

Through the miasma haze, he saw a dozen little figures surrounding him. The tallest of them barely reached his knees, but that didn't matter. They gripped heavy steel mining tools in tiny hands—pickaxes, shovels, miters. Their eyes were concealed behind lenses as purple as the miasma, and probably there for the same reason as his own. They could breathe the stuff with ease, but it would still make it hard to see. Felix took a single step away from the assembled multitude, single dagger clutched protectively in an underhand grip.

A low growl filled the room around him, like a dozen tiny dogs that had just seen a stranger. Despite their adorably small size, those teeth were each as sharp as needles.

"Good evening, uh… gentlemen…" he muttered, scanning the cavern around him. There were so many of those little figures, with scant space between them. There, an opening! Felix lunged to the side, kicking the single Adlet in his way with a firm boot. It went flying into the dark, squealing in pain.

The others roared, though their little voices were far more like the squeaking of a cloud of bats than any voices he knew. A pickaxe flew past his head, sinking into the cave wall. He ducked low, ignoring the claws on the rock behind him as he struggled through a connecting tunnel. This wasn't the way he was supposed to be going—he only knew the one path down. But being lost was better than what the Adlets would do to him.

CONTINUED ▶

Finally the cavern opened again, with rows of glowing Itlum crystals fashioned into lanterns on either side. Scraps of metal and wood formed lean-tos to one side, with lots of little eyes peeking out from inside. Not good, not good!

He couldn't stop—the miasma was so thick that he could barely see in front of him, and there were no clear passages to either side. At least his strides took him much further than the Adlets behind him—most of the crowd was far behind him, unable to keep up. He was doing it! Now he just needed a way to the surface!

Finally the cavern branched, and he swerved upward, following rough steps towards an exit above him. "Sorry losers!" he called, taking five steps at a time. "At least you won't have to deal with me again!" He reached the top, where a wooden trapdoor blocked off the entrance to another cavern. Behind him, his pursuers skidded to a halt, watching from the floor of the cave. You know I'm almost out. NAME's mines are up there, and you lose.

He kicked the door open, scrambling inside. Thick purple fog poured down around him as he climbed, like a waterfall of miasma. The cavern was large enough to be a human space, with purposefully widened sides and person-sized furniture. It looked like a camp of sorts, with simple furniture waiting to be used.

Something gripped him from behind, claws digging into the meat of his shoulders. He grunted into his mask as the stranger wrenched him around. His heart pounded, sending dim pulses of pain into his shoulders.

The creature resembled an Adlet, one that had started taking steroids maybe fifty years ago and never missed a day at the gym. It was almost as tall as he was, and three times as thick, with biceps as thick around as his neck. It wore no goggles, grinning at him with teeth that were broken and yellowed.

"I think I made a wrong turn," he croaked, lurching forward with the dagger. But the creature caught him up short, its arms stopping him before the tip had even reached its fur. Its grin widened, and it leaned down towards him, so close he could almost smell its breath. Thick purple vapor puffed from its mouth, as though it were a shard of living Itlum crystal itself. It squeezed, claws digging deep into Felix's arm. He twisted, dropping the dagger. He froze, trying not to move. Even a twitch would dig the claws in deeper.

The monstrous Adlet reached around him with its other hand, yanking at the tube on his back. He sliced through the straps on one side, tearing with the other, and digging bloody gashes down the side of Felix's body.

He dropped to the ground, fumbling for the crossbow he carried as he crawled away from the creature. He couldn't overpower a monster like this, but he could still sink a bolt into its head.

The Adlet moved so fast, it was upon him in an eyeblink. It didn't claw at him this time, though—instead it went for his mask, ripping it from his face. Then it stood, backing away from him, reaching inside and peeling the filters out one at a time.

Felix gasped, taking in a lungful of the miasma. The disorientation was immediate, though it wasn't entirely unwelcome. At least it helped numb the pain.

"N-need…" he gasped, struggling to his feet. He wobbled, trying to hold his breath. But for what? The Adlet dropped the mask at his feet a second later, filters scattered uselessly around it.

Felix dropped anyway, snatching it with desperate hands, weapons forgotten. He settled it onto his mouth, then took another breath. Another lungful of the miasma filled him, and he flopped onto his back. He coughed, and acid burned in his throat. His eyes watered, and the goggles no longer helped him see.

The gigantic Adlet kicked him with one clawed foot, tearing his flesh with the strike. But more than that, it sent Felix tumbling towards the opening. He didn't even scream, just curled into a ball, trying to breathe as little as possible. It didn't help. He had just enough awareness left to look down over the edge, and see dozens of toothy faces, grinning up at him from below. Waiting.

The Adlet kicked him again, and this time Felix went tumbling down the opening. Bones crunched as he fell. But the pain was nothing compared to the acid down his throat. Felix barely even felt it as the Adlets leapt on him like a school of piranhas and tore him to pieces.

Continue to ***Sealed For Your Safety*** Pg. 8

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Bounties of Elenia: Intro

Introduction

Thank you for purchasing this Bounty Pack! Through the portal waits a unique adventure to overcome frightening foes and dangerous challenges you wouldn't otherwise encounter in Middara. Each Bounty Pack is a labor of love by our creative team, exploring aspects of our world and confronting adversaries that would otherwise escape the reach of the game. So grab your weapons, summon your espers, and let's dive into the world of Middara together!

What is a Bounty Pack?

Get ready to explore the dark and dangerous regions of Middara like never before! Our Bounty Packs are your chance to discover the terrifying ecology of some of the world's most monstrous creatures. These packs offer thrilling encounters that will push your skills and gear to the limit, all while unlocking new content and rewards for your adventure.

Bounty Packs can be used during any Story Round that allows for Bounties of the corresponding difficulty rating (expressed by a number of red skulls: [skull logo].) They can also be inserted into your Crawl Mode adventure, or played directly using the quickstart rules contained in this book. For detailed Bounty Pack rules, see **PG. 13** of the Middara Rule Book.

Bounty Packs are designed to be difficult. Many of the monsters within a Bounty Pack are far more challenging than those you would encounter at the same difficulty rating in the base game. In Middara, every failure is a chance to learn and grow stronger. You'll still keep any rewards you earn (excluding Story Items) even if you fail a bounty.

How do I use a Bounty Pack?

First, add all "non-hidden" cards to their respective decks. Then set aside the Hidden Deck included in this product until you're told to reveal these cards. Hidden Cards from this product are marked as **BEXX** on their hidden card tabs.

While Bounty Packs include new content like Encounters, Items, Adventurers, Combatants, or Disciplines, they always require a specific Middara base game to play. They may also reference other products, if the encounters explore specific aspects of those adventure packs or expansions. To determine which products you need to own, refer to the "Required Content Box" printed on the product's packaging, or inside its Adventure Book.

New Rules:
Because bounties explore parts of our world that haven't been seen before in other products, there's a good chance each one will introduce new rules, tokens, or enemies. Those rules will always come before the bounty's encounters. A quick reference to new tokens and keywords is also included at the end of the bounty book.

Diagrams:
Often the encounter setup diagram will not contain everything needed to play through that encounter. As the adventurers explore, they may be required to reveal Diagrams that expand the play area, spawn new enemies, or react to their choices. These diagrams are printed in the back of the Bounty Book.

Hidden Cards:
Hidden Cards found within Bounty Packs are meant to be hidden until you are instructed to reveal them. If you restart a Bounty, all hidden cards from that bounty should be collected and re-hidden. This way, repeated attempts at a bounty can retain that authentic experience of discovery, without unnecessarily bloating your decks.

Required Content

Unintentional Malum Act 1 (Ver. 1.2)

To play this Bounty Pack, you'll need the base game above to provide tiles, tokens, and characters.

Bounty Packs can be played during any Adventure, but they are also thematically relegated to specific areas in the world. This means that some Bounties will make less thematic sense than encounters present in the base game.

For additional support, free content, audiobooks, and more, visit our website at **www.Middara.com**.

Included Components

- ❑ **1 Bounty Book**
- ❑ **15 Miniatures**
- ❑ **3 Colored Base Clips**
- ❑ **132 Tokens**
- ❑ **38 Small Cards (Mini American)**
  36 Hidden Cards
  2 Hidden Deck cover cards
- ❑ **39 Medium Cards (Standard Euro)**
  37 Hidden Cards
  2 Hidden Deck cover cards
- ❑ **45 Large Cards (5x6 Unique Sized)**
  43 Hidden Cards
  2 Hidden Deck cover cards
- ❑ **6 Extra Large Cards (10x6 Unique Sized)**
  4 Hidden Cards
  2 Hidden Deck cover cards

Bounties of Elenia: New Rules

Call to Adventure

What if you don't have an ongoing game at the appropriate level for a new bounty? Or maybe you'd just like a fun way to introduce players to Middara? Whatever your reasons, you don't have to wait for the bounty to slot into an existing playthrough of Middara's Story Mode, or as part of an extended Crawl Mode campaign.

If you'd like to hop right in and play, you can with our Bounty Quick Start rules! Using these instructions, you can quickly assemble a party of the appropriate level to challenge a bounty pack.

Quick Start Rules

Normal Quick Start

- This Bounty is designed around using **4** Adventurers.
- Each Adventurer in the Party may spend **27 XP**.
- Each Adventurer may purchase **475** Gold worth of Mundane, Common and Uncommon Items.
- The Party draws **1** random Unique Unommon Item, this may be purchased by any Adventurer. Draw **1** Random Unique Uncommon Item, this Item is free and may be equipped by an Adventurer.
- The party gets to draw **2** Monster Loot cards. Shuffle the Monster Loot cards for the following Intelligent Combatants, Animate, Blighted Guardian, Cave Sickle, Corpse Collector, Earth Loa, Fragor, Gate Keeper, Gevaudan, Grotesque Effigy, Living Oblation, Merk Hound, and Water Loa to draw from.
- Any Items the Party Gain with the Material tag may be traded in for the normal benefits list on **PG. 28** of the Middara Rule Book.

Easy Quick Start

- This Bounty is designed around using **4** Adventurers.
- Each Adventurer in the Party may spend **32 XP**.
- Each Adventurer may purchase **525** Gold worth of Mundane and Common Items.
- The Party draws **1** random Unique Unommon Item, this may be purchased by any Adventurer. Draw **2** Random Unique Uncommon Items, these Items are free and may be equipped by any Adventurer.
- The party gets to draw **3** Monster Loot cards. Shuffle the Monster Loot cards for the following Intelligent Combatants, Animate, Blighted Guardian, Cave Sickle, Corpse Collector, Earth Loa, Fragor, Gate Keeper, Gevaudan, Grotesque Effigy, Living Oblation, Merk Hound, and Water Loa to draw from.
- Any Items the Party Gain with the Material tag may be traded in for the normal benefits list on **PG. 28** of the Middara Rule Book.

New Rules and Ways to Play

New Tokens in this Product

The rules for the new Tags, Terrain, Tokens can be found on the back pages of this Rule Book. See the ***Quick Reference*** rules on **Pg. 46.**

Alternate and/or Variation tag Combatants

Any Combatant cards included in this Bounty with the **ALTERNATE** or **VARIATION** tags, ignore the rules for those tags on the first playthrough of this Bounty. Any attemps past the first follow the Alternate and Variation Rules as they are presented starting on **PG. 79** of the Middara Rule Book.

Alternate (X):

Combatants with the **ALTERNATE (X)** Tag follow the same rules as **ALTERNATE** Tag Combatants, the difference is how many of the ***Alternate Combatant*** you spawn. When checking for *Possible Spawns*, you only include **ALTERNATE (X)** Tag combatants if you are instucted to spawn at least **X** of the base combatant. If you draw an **ALTERNATE (X)** Tag Combatant (e.g. **ALTERNATE 2**). You will spawn **1** of the Alternate Combatant figure instead of **X** figures of the base combatant. After spawning all possible **ALTERNATE (X)** Tag combatants you still have more Base Combatants to spawn, continue the Possible Spawn process as normal.

> **Example:** You are Instucted to spawn **3** *Caves Sickles* and from the possible spawns you draw the *Cave Sickle Defender* that has **ALTERNATE 2**. This means you can spawn **1** *Cave Sickle Defender* for every **2** *Cave Sickles* you are instructed to spawn. The result in this case is you spawn **1** *Cave Sickle Defender* and would then need to draw a different card from the Possible spawns, redrawing if you draw any with the **ALTERNATE (X)** Tag.

New Variant Rule

The following Variant rules are for **ALTERNATE** and **VARIATION** tag Combatants.

Organic Alternates and Variations: When checking for *Possible Spawns*, if you would need to Spawn a new Combatant card, instead of shuffling all their corresponding **ALTERNATE** and **VARIATION** cards with their given ***Base Combatant*** cards, you will roll **2 WHITE** and consult the chart below.

- **4-7: VARIATION: X**
- **8-11: Base Combatant/Opposing Esper**
- **12-14: ALTERNATE: X**

If you rolled and got **VARIATION: X** or **ALTERNATE: X**, shuffle all the *Possible Spawns* with that tag related to the **Base Combatant/Opposing Esper** listed as **X**, draw one and Spawn figures following the rules for that tag. If you rolled and got **Base Combatant/Opposing Esper**, Spawn figures following the normal Spawning rules as if you didn't have ***Alternates*** or ***Variations*** for that **Base Combatant/Opposing Esper**.

If remaining Spawns are required, repeat this process as needed until all figures are Spawned.

If you don't have **ALTERNATE** Tag but do have **VARIATION** Tag cards for a base combatant or don't have **VARIATION** Tag cards but do have **ALTERNATE** Tag cards for a base combatant. There are 2 options you either use the chart as listed, which is simple but you will see those combatants less. Or if you roll and get **VARIATION: X** or **ALTERNATE: X** treat it as (**VARIATION: X** and **ALTERNATE: X**) less organic but you will see those combatants more often.

New Terrain/Encounter token rules

Augmented Terrain

Some Terrain tokens will have a Terrain type listed in parentheses ( ) after the name of the token. What that means is that Terrain functions identical to the Terrain type listed in parentheses but also adds some new rules when those tokens are used. If a Figure ignores an augmented Terrain they only ignore the rules for that new Terrain token not the Terrain listed in the parentheses.

Obscuring Tokens

Obscuring tokens represents debris, clouds, or other forms of airborne particulates that impede your vision.

Obscuring Token rules:

- Cannot be moved, Damaged, or affected by Currents, Abilities, or Special Encounter Rules that don't specifically call them by name.
- Can be placed in any non-obstructing space. *Obscuring* tokens do not replace Terrain, instead, they add to the existing effects of the Terrain they are placed on.
- Come in different types. These types may have additional rules associatd with their token.
- *Obscuring* tokens placed into a space that already contains an *Obscuring* token of the same type cannot be placed. If the type of *Obscuring* token being placed is different, it will replace the existing Obscuring token type with the new type.
- When determining if a figure has Line of Sight to a space, figures can draw Line of Sight into but not through a space containing an *Obscuring* token.
- Figures do not provoke break attacks while leaving spaces that contain *Obscuring* tokens.

Types of Obscuring Tokens

Miasma Token

Miasma represents noxious fumes produced by Raw Itlum Crystals. In addition to following all rules associated with *Obscuring* tokens, *Miasma* has the following rules:

- When determining if a figure has **SOI** to a space, figures can draw **SOI** into but not through a space containing *Miasma*.
- A figure that moves into, ends their turn in, or occupies a space that has *Miasma* placed into it is dealt **1 IRREDUCIBLE DMG. THEN** make an **INTELLIGENCE + PRESENCE 15** check if they fail they are Inflicted with *Sedate*.

Miasma Token placement example

Miasma tokens can occupy the same space as other tokens and figures, If it happens in an encounter, the Setup Diagram will have a white dotted line - - - → that will point to the space the *Miasma* token is located in. See the **Example A** below.

Example A

Miasma Geyser placement example

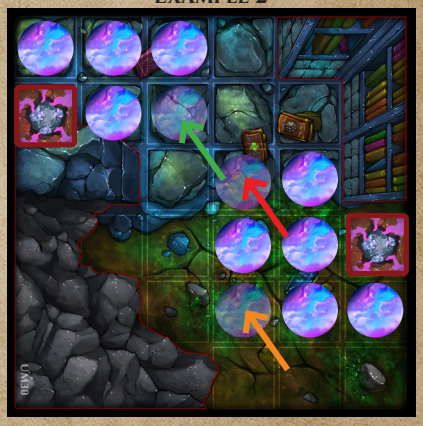
At the end of a round *Miasma Geysers* place **1** *Miasma* token on the board. The below examples are intended to help you resolve how those placement happen.

Example 1 shows what happens at the end of a round for these *Miasma Geysers* . The green arrow shows the best space to place the *Miasma* token related to the location of the left *Miasma Geyser*. And the red arrow shows the best space to place the *Miasma* token related to the location of the right *Miasma Geyser*. The spaces chosen don't alread contain a *Miasma* token and are the space that would be adjacent to the most *Miasma* tokens placed by their respective *Miasma Geysers*.

Example 1

Example 2 shows what happens at the end of the next round. Like before the green arrow shows the best space to place the *Miasma* token for the left *Miasma Geyser*. And the red arrow shows the best space to place the *Miasma* token for the right *Miasma Geyser*. There is now an orange arrow that shows a potential position for the right *Miasma Geyser* if the left Geyser wasn't there. The spaces the green and red arrow are indicating are the best location to place the *Miasma* tokens because it results in the tokens being in the space that is adjacent to the most possible *Miasma* tokens.

Example 2



New Tags

Mimicry

When activating a Mimicry Loot token Spawn a Combatant with this tag in an adjacent space to the Adventurer that interacted with the Loot.

Tier One: Sealed For Your Safety

Fueled by the allure of glory, the glint of gold, or perhaps a reckless streak of audacity, your party have embarked upon the precarious descent down a rickety mineshaft. Your goal: to discover the legendary Kingdom of the Adlets and the precious Itlum they mine. Following the rusty tracks, hours blur together in the interminable abyss. Just as you're about to turn back, you, a rhythmic chipping sound reverberates in the still air, beckoning you from deeper. A surge of anticipation rekindles your flagging energy, propelling you towards the source of the chipping. A cluster of Adlets harvest gleaming Itlum Crystal Deposits from the cavern walls. Get excited!

Setup

TILES
UM23, UM29

TERRAIN
1 x Obstructing (2x1)
2 x Itlum Deposit (1x1)

TOTEMS
1 x Blue
1 x Red
1 x Green

FIGURES
3 x Adlet Drudge

Special Pre-Encounter Rules

BUNCH OF SAVAGES IN THIS TOWN:

Before you head out to pay a visit to the Adlet Pit Boss, you decide it's worth looking for useful items from the merchants close to the mine. They may have some items that will help you deal with the harsh enviroment down there.

Reveal **Medium Hidden Cards PB01**. To Gain Access to the Itlum Respirator and Companion Harness cards, add them to the Relic deck.

Before you begin the first Encounter, you may **PURCHASE** Itlum Respirators or Companion Harnesses.

CONTINUED ▶

SEALED FOR YOUR SAFETY CONTINUED

END CONDITIONS

WIN CONDITION:
An Adventurer finds and ends their turn on an Exit.

Reward if you take the Blue Exit:
[redacted]
Continue to ***The Dig*** Pg. 10

Reward if you take the Red Exit:
[redacted]
Continue to ***Rapid Falls*** Pg. 12

Reward if you take the Green Exit:
[redacted]
Continue to ***The Commissary*** Pg. 16

Reward if you take the Yellow Exit:
[redacted]
Continue to ***In The Pits*** Pg. 14

LOSE CONDITION:
All Adventurers are Defeated.

Reward:
[redacted]
Continue to the current ***Story Round***

SPECIAL ENCOUNTER RULES

WHAT ARE ADLETS?:

As approach the sealed section of the mine you see some strange small creatures mining the crystal formations. Reveal **Small, Medium and Large Hidden cards PB02**. To gain access to the Adlet Drudge Initiatice, Monster Loot and Combatant cards.

ITLUM DEPOSITS: (OBSTRUCTING TERRAIN)

Itlum Deposits containt the lifeblood of the Adlets, Itlum crystals. They **MINE** the crystals to use them for tools, technology and consumption. Each time an *Itlum Deposit* is **MINED** by an *Adlet Type* Combatant, roll the **BLACK** ⬢, if a 💀 is rolled, the *Itlum Deposit* is now empty, place a *Miasma Geyser* on the space adjacent to the *Adlet Type* Combatant, if the *Itlum Deposit* is bigger than **1X1** all other spaces it occupied are replaced with *Obstructing* Terrain.

If there are already **4** *Miasma Geysers* on the board, instead the *Itlum Deposit* detonates and is removed from the board, replaced with *Obstructing* Terrain. All Adventurers adjacent to the exploding *Itlum Deposit* are dealt a **WHITE** ⬢ of **IRREDUCIBLE DMG.**

MIASMA GEYSERS: (OBSTRUCTING TERRAIN)

Miasma Geysers release highly toxic Miasma Gas into the atmosphere.

When a *Miasma Geyser* is first placed onto the board, place *Miasma* tokens in all non-Obstructing terrain spaces adjacent to the *Miasma Geyser*. At the end of every round, open *Miasma Geysers* will place **1** *Miasma* token in the nearest non-Obstructing space to the *Miasma Geyser* that doesn't contain a *Miasma* token but is adjacent to as many *Miasma* tokens as possible.

As an Encounter Action a *Miasma Geyser* may be closed by making a **STRENGTH 10** check while adjacent to it. However if you fail, all adjacent Adventurers are dealt a **WHITE** ⬢ of **IRREDUCIBLE DMG** and are Inflicted with *Sedate*.

Once a *Miasma Geyser* has been closed the *Miasma* that surrounds it begins to dissipate. Remove all *Miasma* tokens adjacent to the *Miasma Geyser*. Then, at the start of the next round, remove any remaining *Miasma* tokens placed from the now closed *Miasma Geyser*. All *Miasma Geysers* are placed open unless specified otherwise. (**LIMIT 4**).

MIASMA:

• When determining if a figure has **SOI** to a space, figures can draw **SOI** into but not through a space containing *Miasma*.

• A figure that moves into, ends their turn in, or occupies a space that has *Miasma* placed into it is dealt **1 IRREDUCIBLE DMG. THEN** make an **INTELLIGENCE + PRESENCE 15** check if they fail they are Inflicted with *Sedate*.

SEDATE EFFECT: ✤ PASSIVE
When making a **MOVE** Action, you only Gain half of your total Movement Points (Rounded Up). You also only Gain half of any bonus Movement or Movement Points added to that **MOVE** action (Rounded up).

LOOT LVL : UNCOMMON

BLUE LOOT:
[redacted]

RED LOOT:
[redacted]

OBJECTIVES

YELLOW OBJECTIVE:
Only read the following hidden text if instructed:
[redacted]

TOTEMS

RED TOTEM:
[redacted]

BLUE TOTEM:
[redacted]

GREEN TOTEM:
[redacted]

ORANGE TOTEM:
[redacted]

PURPLE TOTEM:
[redacted]

CONTINUED ▶

Tier Two : The Dig

Continuing your exploration of the mine, you stumble upon a second excavation site. Straight ahead yawns a vast pit, undoubtedly a testament to the Adlets' relentless toil. To the east, Adlets labour with single-minded focus, wresting precious Itlum from the resistant cavern walls. Any southern view is obscured by the violent geysers belching out a noxious Miasma, a grimy curtain drawn over the landscape.

Setup

TILES
UM9, UM11, UM29, UM23

FIGURES
3 x Adlet Drudge

TERRAIN
2 x Dangerous (1x1)
2 x Dangerous (2x1)
9 x Itlum Deposit (1x1)
2 x Miasma Geyser (1x1)

SPECIAL
9 x Miasma Token

TOTEMS
1 x Blue
1 x Red (Miasma occupies same space)
1 x Green
1 x Purple
1 x Orange
1x Yellow

CONTINUED ▶

END CONDITIONS

WIN CONDITION:
An Adventurer finds and ends their turn on an Exit.

Reward if you take the Red Exit:
[redacted]
Continue to ***Miasma Corridor*** Pg. 18

Reward if you take the Green Exit:
[redacted]
Continue to ***The Treasury*** Pg. 22

LOSE CONDITION:
All Adventurers are Defeated.

Reward:
[redacted]
Continue to the current ***Story Round***

SPECIAL ENCOUNTER RULES

ITLUM DEPOSITS: (OBSTRUCTING TERRAIN)
Itlum Deposits containt the lifeblood of the Adlets, Itlum crystals. They **MINE** the crystals to use them for tools, technology and consumption. Each time an *Itlum Deposit* is **MINED** by an *Adlet Type* Combatant, roll the **BLACK** ⬢, if a 💀 is rolled, the *Itlum Deposit* is now empty, place a *Miasma Geyser* on the space adjacent to the *Adlet Type* Combatant, if the *Itlum Deposit* is bigger than **1X1** all other spaces it occupied are replaced with *Obstructing* Terrain.
If there are already **4** *Miasma Geysers* on the board, instead the *Itlum Deposit* detonates and is removed from the board, replaced with *Obstructing* Terrain. All Adventurers adjacent to the exploding *Itlum Deposit* are dealt a **WHITE** ⬢ of **IRREDUCIBLE DMG.**

MIASMA:

- When determining if a figure has **SOI** to a space, figures can draw **SOI** into but not through a space containing *Miasma*.
- A figure that moves into, ends their turn in, or occupies a space that has *Miasma* placed into it is dealt **1 IRREDUCIBLE DMG. THEN** make an **INTELLIGENCE + PRESENCE 15** check if they fail they are Inflicted with *Sedate*.

– → MIASMA TOKEN PLACEMENT:

The white dotted line shows that the *Miasma* token occupies the same space as the **Red Totem**.

SEDATE EFFECT: ❖ PASSIVE
When making a **MOVE** Action, you only Gain half of your total Movement Points (Rounded Up). You also only Gain half of any bonus Movement or Movement Points added to that **MOVE** action (Rounded up).

LOOT LVL : UNCOMMON

BLUE LOOT:
[redacted]

RED LOOT:
[redacted]

OBJECTIVES

RED OBJECTIVE:
Only read the following hidden text if instructed:
[redacted]

TOTEMS

RED TOTEM:
[redacted]

PURPLE TOTEM:
[redacted]

BLUE TOTEM:
[redacted]

ORANGE TOTEM:
[redacted]

YELLOW TOTEM:
[redacted]

GREEN TOTEM:
[redacted]

A: [redacted]

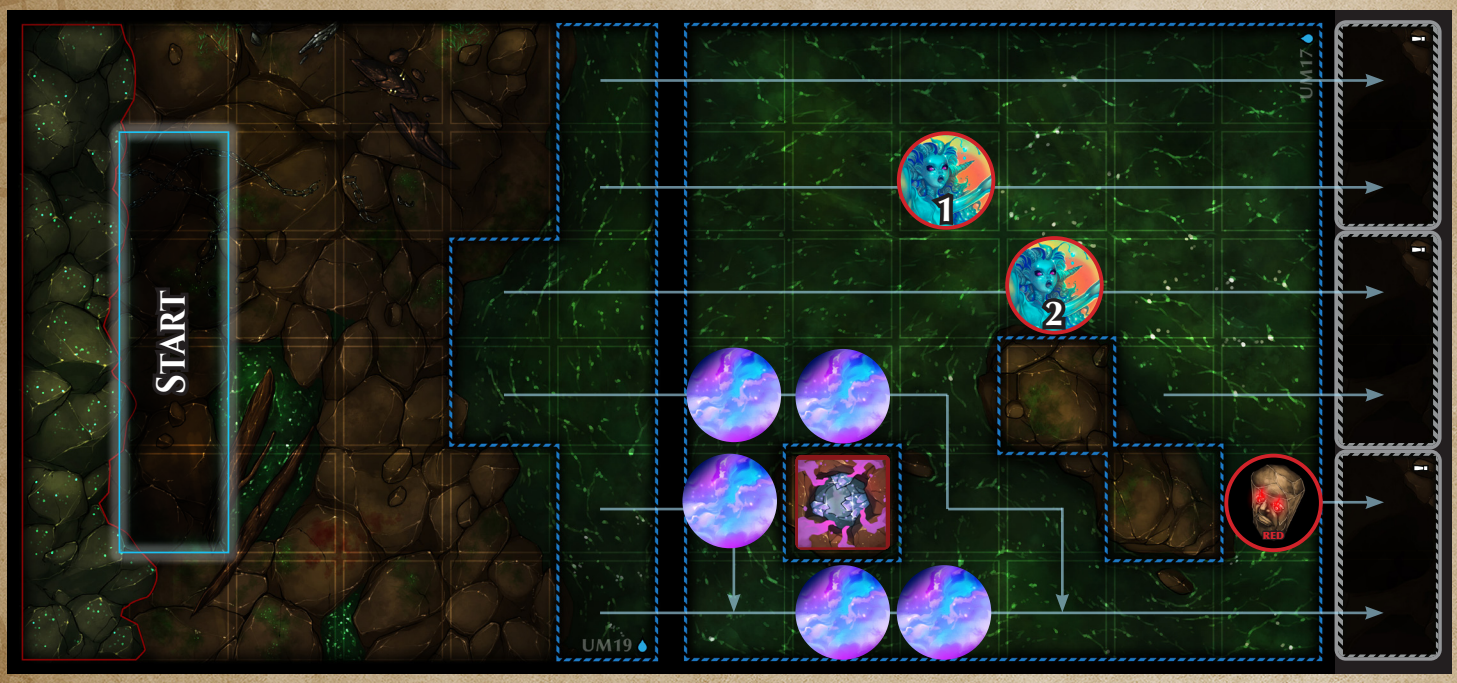
B: [redacted]

TIP: New Terrain and Token rules
As mentioned in the beginning of the book we aren't going to put the rules for the new Terrain in every encounter.

If you need to reference the rules for any new Terrain or *Effect* tokens, go to Pg. 7 or Pg. 47 you will find what you need there.

Tier Two : Rapid Falls

The sonorous crash of cascading water greets you as you enter the chamber. The deluge seems to spill from above, likely flowing from a surface river. Here it spirals into a powerful vortex, pulling everything towards the yawning pit at the chamber's center. With the water stretching wall to wall, the only way to get to the other side is to go through it. Miasma veils the path ahead, yet through its murkiness, you see the playful figures of two Water Loas frolicking in the torrent.



Setup

TILES
UM19, UM17

FIGURES
2 x Water Loa

TERRAIN
3 x Dangerous (2x1)
1 x Miasma Geyser (1x1)

SPECIAL
5 x Miasma Token

TOTEMS
1 x Red

CONTINUED ▶

Rapid Falls continued

End Conditions

WIN CONDITION:
An Adventurer finds and ends their turn on an Exit.

Reward if you take the Yellow Exit:
[redacted]
Continue to ***The Infestation*** Pg. 20

Reward if you take the Blue Exit:
[redacted]
Continue to ***The Chapel*** Pg. 24

LOSE CONDITION:
All Adventurers are Defeated.

Reward:
[redacted]
Continue to the current ***Story Round***

Special Encounter Rules

RAGING CURRENTS:
These Currents move figures and tokens (except Totems and Terrain) **3** spaces. See ***Rulebook*** Pg. 22.

MIASMA:

• When determining if a figure has **SOI** to a space, figures can draw **SOI** into but not through a space containing *Miasma*.

• A figure that moves into, ends their turn in, or occupies a space that has *Miasma* placed into it is dealt **1 IRREDUCIBLE DMG. THEN** make an **INTELLIGENCE + PRESENCE 15** check if they fail they are Inflicted with *Sedate*.

MIASMA GEYSERS: (OBSTRUCTING TERRAIN)

Miasma Geysers release highly toxic Miasma Gas into the atmosphere.

When a *Miasma Geyser* is first placed onto the board, place *Miasma* tokens in all non-Obstructing terrain spaces adjacent to the *Miasma Geyser*. At the end of every round, open *Miasma Geysers* will place **1** *Miasma* token in the nearest non-Obstructing space to the *Miasma Geyser* that doesn't contain a *Miasma* token but is adjacent to as many *Miasma* tokens as possible.

As an Encounter Action a *Miasma Geyser* may be closed by making a **STRENGTH 10** check while adjacent to it. However if you fail, all adjacent Adventurers are dealt a **WHITE** of **IRREDUCIBLE DMG** and are Inflicted with *Sedate*.

Once a *Miasma Geyser* has been closed the *Miasma* that surrounds it begins to dissipate. Remove all *Miasma* tokens adjacent to the *Miasma Geyser*. Then, at the start of the next round, remove any remaining *Miasma* tokens placed from the now closed *Miasma Geyser*. All *Miasma Geysers* are placed open unless specified otherwise. (**LIMIT 4**).

SEDATE EFFECT:

PASSIVE

Your **RANGE** and **SOI** are reduced by **2** and you regain **1** less Stamina point during the Refresh Phase. If an effect or ability would cause you to be Inflicted with Miasma while already Inflicted with Miasma, you are Inflicted with Poison instead.

Loot LVL : UNCOMMON

BLUE LOOT:
[redacted]

Totems

RED TOTEM:
[redacted]

BLUE TOTEM:
[redacted]

A:
[redacted]

B:
[redacted]

YELLOW TOTEM:
[redacted]

TIP: New Terrain and Token rules
As mentioned in the beginning of the book we aren't going to put the rules for the new Terrain in every encounter.

If you need to reference the rules for any new Terrain or *Effect* tokens, go to Pg. 7 or Pg. 47 you will find what you need there.

Tier Two : In The Pits

As you press further into the mine, it becomes evident that this segment has been ruthlessly scoured of its Itlum. The floor is pockmarked with gaping holes and treacherous pits. Testing the ground beneath your feet, you sense an unsettling fragility. The floor seems brittle, ready to collapse at the slightest provocation. To the northwest, diligent Adlets persist in their labor, filling rusting minecarts with more precious Itlum.

NORTH

Setup

TILES
UM27, UM23, UM1, UM25

FIGURES
6 x Adlet Drudge

OBJECTIVES
1 x Blue
1 x Orange

TOTEMS
1 x Blue
1 x Red
1 x Green
1 x Purple
1 x Orange
1x Yellow

TERRAIN
1 x Obstructing (2x1)
1 x Dangerous (1x1)
3 x Dangerous (2x1)
6 x Itlum Deposit (1x1)

CONTINUED ▶

In The Pits continued

End Conditions

WIN CONDITION:
An Adventurer finds and ends their turn on a Red or Green Exit.

Reward if you take the Red Exit:
[redacted]
Continue to ***Miasma Corridor*** Pg. 18

Reward if you take the Yellow Exit:
[redacted]
Continue to ***The Infestation*** Pg. 20

ALTERNATE WIN CONDITION:
An Adventurer finds and ends their turn on a White Exit.

Reward if you take the White exit:
[redacted]
Continue to ***The Treasury*** Pg. 22

LOSE CONDITION:
All Adventurers are Defeated.

Reward:
[redacted]
Continue to the current ***Story Round***

Special Encounter Rules

UNSTABLE GROUND:
This area of the mine seems to be almost completely stripped of all the Itlum. This has caused the floor to become more fragile and thinner than other parts of the mine. If an Adventurer **EMPOWERS** an attack and a 💀 is rolled, read the Yellow Objective.

ITLUM DEPOSITS: (OBSTRUCTING TERRAIN)
Itlum Deposits containt the lifeblood of the Adlets, Itlum crystals. They **MINE** the crystals to use them for tools, technology and consumption. Each time an *Itlum Deposit* is **MINED** by an *Adlet Type* Combatant, roll the **BLACK** ⬢, if a 💀 is rolled, the *Itlum Deposit* is now empty, place a *Miasma Geyser* on the space adjacent to the *Adlet Type* Combatant, if the *Itlum Deposit* is bigger than **1X1** all other spaces it occupied are replaced with *Obstructing* Terrain.
If there are already **4** *Miasma Geysers* on the board, instead the *Itlum Deposit* detonates and is removed from the board, replaced with *Obstructing* Terrain. All Adventurers adjacent to the exploding *Itlum Deposit* are dealt a **WHITE** ⬢ of **IRREDUCIBLE DMG.**

Objectives

BLUE OBJECTIVE:
An Adventure adjacent to this token may read the following hidden text:
[redacted]

YELLOW OBJECTIVE:
Only read the following hidden text if instructed:
[redacted]

Pass: [redacted]

Fail: [redacted]

ORANGE OBJECTIVE:
Only read the following hidden text if instructed:
[redacted]

PURPLE OBJECTIVE:
An adventure adjacent to this token may read the following hidden text:
[redacted]

Totems

RED TOTEM:
[redacted]

YELLOW TOTEM:
[redacted]

GREEN TOTEM:
[redacted]

BLUE TOTEM:
[redacted]

ORANGE TOTEM:
[redacted]

PURPLE TOTEM:
[redacted]

Loot LVL : UNCOMMON

BLUE LOOT:
[redacted]

Tier Two : The Commissary

The potent aroma of Adlets' Itlum-based cuisine assaults your senses as you gaze into a room that could only serve as their communal dining hall. Dominating the space is a lengthy table, around which half a dozen Adlets devouring their meal. To the west, a stretch of elevated terrain looms, while to the north, a hulking iron door stands guard over a gleaming hoard of treasure. As you take your first step into the room, the Adlets' ears twitch in unison before their eyes swivel to fixate on you. A cloud of suspicion darkens their features, prompted by the fear that you've come to steal their lunch. One Adlet rings the lunch bell to alert anyone nearby while the others grab their tools and prepare to fight

Setup

TILES
UM3, UM9, U13, UM7

FIGURES
6 x Adlet Drudge

TERRAIN
3 x Stone Slab (2x2)
4 x Itlum Deposit (1x1)
6 x Itlum Shard
1 x Ladder (1x1)

LOOT
1 x Blue

EXITS
1 x White

Ttotems
1 x Red

CONTINUED ▶

End Conditions

WIN CONDITION:
An Adventurer unlocks and ends their turn on the White Exit.

Reward:
[redacted]
Continue to ***Miasma Corridor*** Pg. 18

LOSE CONDITION:
All Adventurers are Defeated.

Reward:
[redacted]
Continue to the current ***Story Round***

Special Encounter Rules

LOCKED EXIT:
The *White Exit* token is locked and may not be taken until it has been unlocked.

DINNER TABLE:
The Special Terrain on this on Tiles **UM3** and **UM9** count as Normal Terrain.

ITLUM HAUL:
All Adlet Drudges that Spawn in this Encounter do so holding **3** *Itlum Shard* tokens. The *Itlum Shard* tokens on the *Special Terrain* spaces can be **MINED** as if they were *Itlum Deposits*. When **MINED** reduce the token count by **1** once they reach **0** that token is removed.

DINNER TIME:
When you defeat anAdlet Drudge, gain a *Time* token. Once you have **9** tokens, read the Yellow Objective.

LUNCH BELL:
Reveal **Small Hidden Card PB06**, add the Encounter Initiative card to the Initiative deck before dealing the Initiative track. When the Encounter Initiative activates, Spawn up to **3** Adlet Drudges. Spawn Adlets in any empty **Elevation 1** space along the south or west edge of the board, prioritizing spaces closest to Adventurers.

SEDATE EFFECT:
✥ PASSIVE
When making a **MOVE** Action, you only Gain half of your total Movement Points (Rounded Up). You also only Gain half of any bonus Movement or Movement Points added to that **MOVE** action (Rounded up).

BUILT-IN LADDER:
The *Ladder* token in the Encounter can't be moved. In addition it has the following rules.

- Ladders do not block line of sight, do not modify a space in any way, and can be placed on any terrain a figure could also normally occupy.
- Ladders can occupy and share the same space as any other token or figure.
- When a figure moves from one Elevation to another, they may use a ladder so long as the ladder token occupies either the space they moved from, or the space they moved to. When doing so, they may move to or from any difference in Elevation by spending additional movement points equal to the difference in Elevation from one space to another. If they do not have enough Movement Points, they may not use the ladder to make this Elevation change.
- Free Movement cannot be used to use a Ladder.

ITLUM DEPOSITS: (OBSTRUCTING TERRAIN)
Itlum Deposits containt the lifeblood of the Adlets, Itlum crystals. They **MINE** the crystals to use them for tools, technology and consumption. Each time an *Itlum Deposit* is **MINED** by an *Adlet Type* Combatant, roll the **BLACK** ⬢, if a 💀 is rolled, the *Itlum Deposit* is now empty, place a *Miasma Geyser* on the space adjacent to the *Adlet Type* Combatant, if the *Itlum Deposit* is bigger than **1X1** all other spaces it occupied are replaced with *Obstructing* Terrain. If there are already **4** *Miasma Geysers* on the board, instead the *Itlum Deposit* detonates and is removed from the board, replaced with *Obstructing* Terrain. All Adventurers adjacent to the exploding *Itlum Deposit* are dealt a **WHITE** ⬢ of **IRREDUCIBLE DMG.**

Loot LVL : UNCOMMON

BLUE LOOT:
[redacted]

RED LOOT:
[redacted]

Totems

RED TOTEM:
[redacted]

Objectives

YELLOW OBJECTIVE:
Only read the following hidden text if instructed:
[redacted]

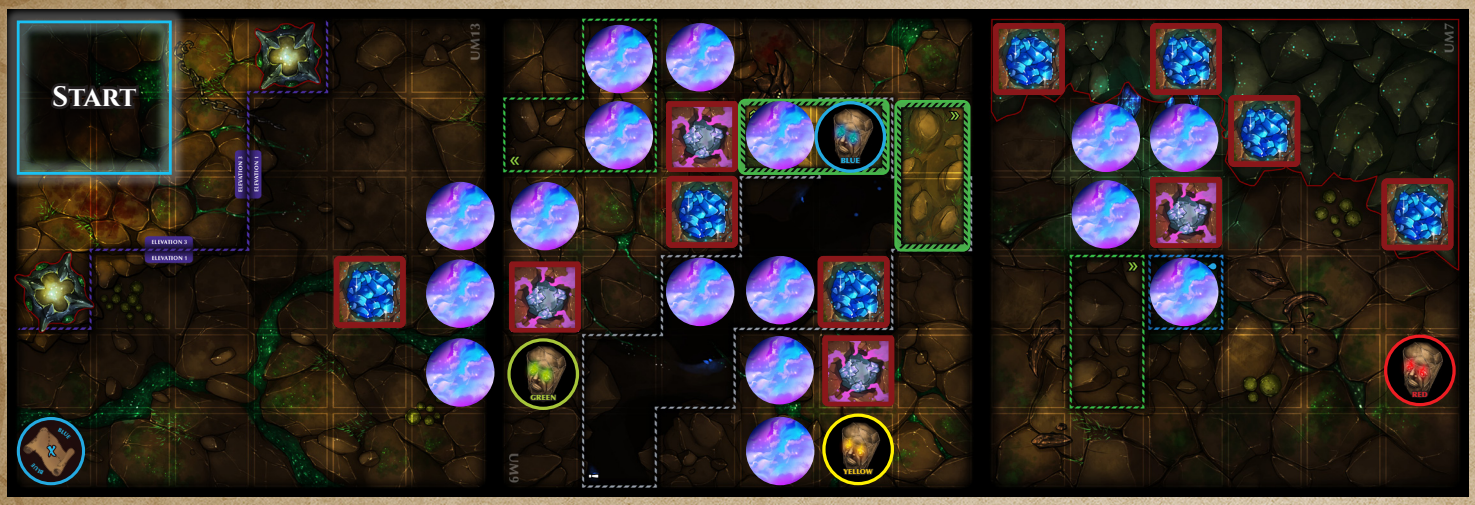
RED OBJECTIVE:
Only read the following hidden text if instructed:
[redacted]

TIP: New Terrain and Token rules
As mentioned in the beginning of the book we aren't going to put the rules for the new Terrain in every encounter.

If you need to reference the rules for any new Terrain or *Effect* tokens, go to Pg. 7 or Pg. 47 you will find what you need there.

Tier Three : Miasma Corridor

Venturing deeper into the mine's recesses, a palpable shift in both climate and pressure greets you. This chamber seems to have been wholly claimed by the Miasma, its presence so heavy that it obscures what lies beyond. All you know is that the exit is at the other side of this corridor. As for what lurks in the Miasma, you have no idea...



Setup

TILES
UM13, UM9, UM7

OBJECTIVES
1 x Blue

TERRAIN
2 x Hindering (2x1)
4 x Miasma Geyser (1x1)
7 x Itlum Deposit (1x1)

SPECIAL
16 x Miasma Token

TOTEMS
1 x Blue
1 x Red
1 x Green
1 x Yellow

CONTINUED ▶

Miasma Corridor continued

End Conditions

WIN CONDITION:
An Adventurer finds and ends their turn on an Exit.

Reward if you take the Green Exit:
[redacted]
Continue to ***The Treasury*** Pg. 22

Reward if you take the Blue Exit:
[redacted]
Continue to ***The Chapel*** Pg. 24

LOSE CONDITION:
All Adventurers are Defeated.

Reward:
[redacted]
Continue to the current ***Story Round***

Special Encounter Rules

MIASMA:

• When determining if a figure has **SOI** to a space, figures can draw **SOI** into but not through a space containing *Miasma*.

• A figure that moves into, ends their turn in, or occupies a space that has *Miasma* placed into it is dealt **1 IRREDUCIBLE DMG. THEN** make an **INTELLIGENCE + PRESENCE 15** check if they fail they are Inflicted with *Sedate*.

MIASMA GEYSERS: (OBSTRUCTING TERRAIN)

Miasma Geysers release highly toxic Miasma Gas into the atmosphere.

When a *Miasma Geyser* is first placed onto the board, place *Miasma* tokens in all non-Obstructing terrain spaces adjacent to the *Miasma Geyser*. At the end of every round, open *Miasma Geysers* will place **1** *Miasma* token in the nearest non-Obstructing space to the *Miasma Geyser* that doesn't contain a *Miasma* token but is adjacent to as many *Miasma* tokens as possible.

As an Encounter Action a *Miasma Geyser* may be closed by making a **STRENGTH 10** check while adjacent to it. However if you fail, all adjacent Adventurers are dealt a **WHITE** of **IRREDUCIBLE DMG** and are Inflicted with *Sedate*.

Once a *Miasma Geyser* has been closed the *Miasma* that surrounds it begins to dissipate. Remove all *Miasma* tokens adjacent to the *Miasma Geyser*. Then, at the start of the next round, remove any remaining *Miasma* tokens placed from the now closed *Miasma Geyser*. All *Miasma Geysers* are placed open unless specified otherwise. (**LIMIT 4**).

Loot LVL : UNCOMMON

RED LOOT:
[redacted]

Objectives

BLUE OBJECTIVE:
When an Adventurer is adjacent to a *Miasma Geyser*, read the hidden text:
[redacted]

Totems

BLUE TOTEM:
[redacted]

GREEN TOTEM:
[redacted]

PASS: [redacted]

FAIL: [redacted]

RED TOTEM:
[redacted]

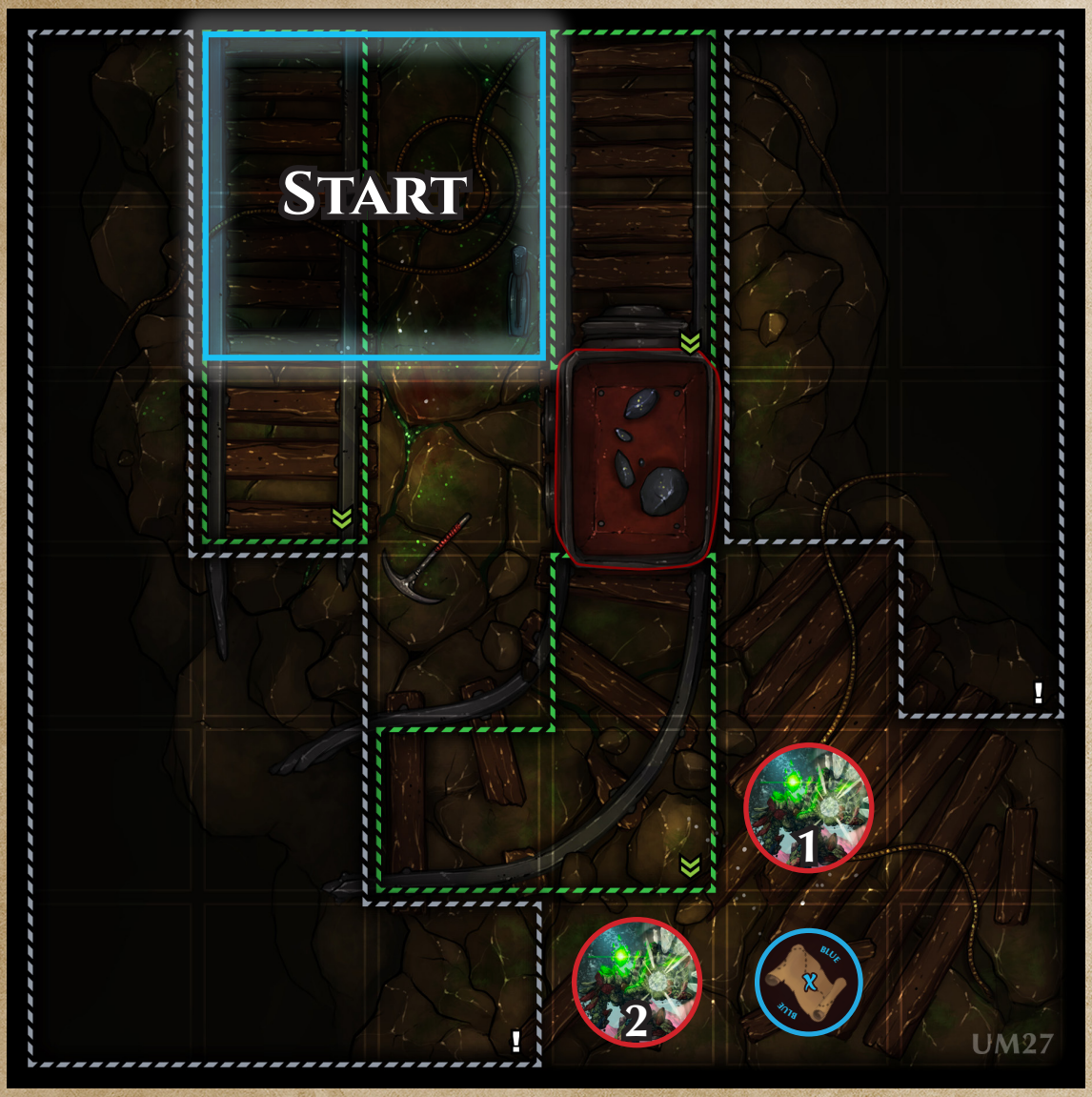
YELLOW TOTEM:
[redacted]

TIP: New Terrain and Token rules
As mentioned in the beginning of the book we aren't going to put the rules for the new Terrain in every encounter.

If you need to reference the rules for any new Terrain or *Effect* tokens, go to Pg. 7 or Pg. 47 you will find what you need there.

Tier Three (EXIT YELLOW) : The Infestation

You find yourself in a long abandoned segment of the mine, where cart tracks lay choked with rust. No trace of tools remains, save for a solitary pickaxe lying beside an empty cart. To the south, two Earth Loa linger, an odd sight given their usual preference for mineral-rich caverns. Upon closer inspection, you notice an eerie detail: the track appears intentionally dismantled in places, as if to discourage Adlet workers from the area. What secrets might those Loa guard, and why would Adlets want others to think it was deserted?



Setup

TILES
UM27

FIGURES
2 x Earth Loa

OBJECTIVES
1 x Blue

CONTINUED ▶

The Infestation continued

End Conditions

WIN CONDITION:
An Adventurer finds and ends their turn on an Exit.

Reward if you take the Green Exit:
[redacted]
Continue to ***The Treasury*** Pg. 22

Reward if you take the Blue Exit:
[redacted]
Continue to ***The Chapel*** Pg. 24

LOSE CONDITION:
All Adventurers are Defeated.

Reward:
[redacted]
Continue to the current ***Story Round***

Special Encounter Rules

ITLUM DEPOSITS: (OBSTRUCTING TERRAIN)
Itlum Deposits containt the lifeblood of the Adlets, Itlum crystals. They **MINE** the crystals to use them for tools, technology and consumption. Each time an *Itlum Deposit* is **MINED** by an *Adlet Type* Combatant, roll the **BLACK** ⬢, if a 💀 is rolled, the *Itlum Deposit* is now empty, place a *Miasma Geyser* on the space adjacent to the *Adlet Type* Combatant, if the *Itlum Deposit* is bigger than **1X1** all other spaces it occupied are replaced with *Obstructing* Terrain.
If there are already **4** *Miasma Geysers* on the board, instead the *Itlum Deposit* detonates and is removed from the board, replaced with *Obstructing* Terrain. All Adventurers adjacent to the exploding *Itlum Deposit* are dealt a **WHITE** ⬢ of **IRREDUCIBLE DMG.**

Loot LVL : UNCOMMON

RED LOOT:
[redacted]

BLUE LOOT:
[redacted]

GREEN LOOT:
[redacted]

YELLOW LOOT:
[redacted]

PASS: [redacted]

FAIL: [redacted]

Objectives

BLUE OBJECTIVE:
An Adventure adjacent to this token may may make an Encounter Action to read the following hidden text:

[redacted]

GREEN OBJECTIVE:
An Adventure adjacent to this token may may make an Encounter Action to read the following hidden text

[redacted]

[redacted]

Totems

GREEN TOTEM:
[redacted]

BLUE TOTEM:
[redacted]

RED TOTEM:
[redacted]

Tier Three (EXIT GREEN) : The Treasury

Pressing onward in your subterranean quest, you approach a pair of yawning pits etched into the stone floor. Further to the east, an exit beckons, promising passage yet deeper. However, your attention is riveted by a formidable iron door, ominously guarded by two unusually large Adlets. Whatever's behind that door, the Pit Boss has gone to great lengths to ensure it remains unseen.

Setup

TILES
UM1, UM25

TERRAIN
8 x Itlum Deposit (1x1)

EXITS
1 x Blue
1 x Yellow

LOOT
1 x Red

OBJECTIVES
1 x Blue

FIGURES
2 x Adlet Drudge

CONTINUED ▶

The Treasury continued

End Conditions

WIN CONDITION:
An Adventurer finds and ends their turn on the Blue Exit.

Reward:
[redacted]
Continue to ***The Chapel*** Pg. 24

LOSE CONDITION:
All Adventurers are Defeated.

Reward:
[redacted]
Continue to the current ***Story Round***

Special Encounter Rules

GUARDSMEN:
The two Adlets stand guard at the iron door and are under strict instructions to protect it at all costs. Don't add their Initiative card to the Initiative Track unless you interact with the *Red Loot* or they are the Target of an Action or Ability from an opponent. Once a condition is met, immediatly add their initiative card to the track after the figure that activated this rule. Then Reveal **Hidden Small card PB06** Encounter Initiaive and add it to the end of the Initiatve Track. The Encounter Initiative card counts as a second Initative card for all Adlets on the map.

Both Adlets have an additional **20** Health, *Barrier* and *Courage*. At the start of their first activation each round, if they have *Courage* they receive **1** *Dodge* token.

ITLUM DEPOSITS: (OBSTRUCTING TERRAIN)
Itlum Deposits containt the lifeblood of the Adlets, Itlum crystals. They **MINE** the crystals to use them for tools, technology and consumption. Each time an *Itlum Deposit* is **MINED** by an *Adlet Type* Combatant, roll the **BLACK** ⬢, if a 💀 is rolled, the *Itlum Deposit* is now empty, place a *Miasma Geyser* on the space adjacent to the *Adlet Type* Combatant, if the *Itlum Deposit* is bigger than **1X1** all other spaces it occupied are replaced with *Obstructing* Terrain.

If there are already **4** *Miasma Geysers* on the board, instead the *Itlum Deposit* detonates and is removed from the board, replaced with *Obstructing* Terrain. All Adventurers adjacent to the exploding *Itlum Deposit* are dealt a **WHITE** ⬢ of **IRREDUCIBLE DMG.**

Loot LVL : UNCOMMON

RED LOOT:
[redacted]

Objectives

ORANGE OBJECTIVE:
Only read the following hidden text if instructed:
[redacted]

BLUE OBJECTIVE:
Read the following hidden text if all Adlets have been defeated:
[redacted]

PURPLE OBJECTIVE:
Only read the following hidden text if instructed:
[redacted]

GREEN OBJECTIVE:
Only read the following hidden text if instructed:
[redacted]

YELLOW OBJECTIVE:
Only read the following hidden text if instructed:
[redacted]

PASS:
[redacted]

FAIL:
[redacted]

RED OBJECTIVE:
Only read the following hidden text if instructed:
[redacted]

Tier Three : The Chapel

You stumble upon an unexpected sight: a space that strikes a chord between a chapel and a library. Tales of Adlet Priests had reached your ears, yet the scale of this archive is astonishing. A magical stone door is flanked by two vigilant Animates protecting the exit. You ponder the mysterious sway the Adlets hold over these constructs. Convinced that this path leads to the elusive Pit Boss, you steel yourself and press on.

Setup

TILES
UM30

FIGURES
2 x Animate

TERRAIN
2 x Obstructing (1x1)
3 x Itlum Deposit (1x1)

OBJECTIVES
1 x Purple

CONTINUED ▶

The Chapel continued

End Conditions

WIN CONDITION:
An Adventurer finds and ends their turn on the White Exit.

Reward:
[redacted]
Continue to ***The Slaving Pit*** Pg. 26

LOSE CONDITION:
All Adventurers are Defeated.

Reward:
[redacted]
Continue to the current ***Story Round***

Special Encounter Rules

ITLUM DEPOSITS: (OBSTRUCTING TERRAIN)
Itlum Deposits containt the lifeblood of the Adlets, Itlum crystals. They **MINE** the crystals to use them for tools, technology and consumption. Each time an *Itlum Deposit* is **MINED** by an *Adlet Type* Combatant, roll the **BLACK** ⬛ if a 💀 is rolled, the *Itlum Deposit* is now empty, place a *Miasma Geyser* on the space adjacent to the *Adlet Type* Combatant, if the *Itlum Deposit* is bigger than **1X1** all other spaces it occupied are replaced with *Obstructing* Terrain. If there are already **4** *Miasma Geysers* on the board, instead the *Itlum Deposit* detonates and is removed from the board, replaced with *Obstructing* Terrain. All Adventurers adjacent to the exploding *Itlum Deposit* are dealt a **WHITE** ⬜ of **IRREDUCIBLE DMG.**

BLAST FROM THE PAST:
Only read the following hidden text if instructed to:
[redacted]

Totems

GREEN TOTEM:
[redacted]

Loot LVL : UNCOMMON

RED LOOT:
[redacted]

GREEN LOOT:
[redacted]

BLUE LOOT:
[redacted]

YELLOW LOOT:
[redacted]

Objectives

PURPLE OBJECTIVE:
An Adventure adjacent to this token may may make an Encounter Action to read the following hidden text:
[redacted]

BLUE OBJECTIVE:
An Adventure adjacent to this token may may make an Encounter Action to read the following hidden text:
[redacted]

GREEN OBJECTIVE:
Only read the following hidden text if instructed:
[redacted]

RED OBJECTIVE:
An Adventure adjacent to this token may may make an Encounter Action to read the following hidden text:
[redacted]

PASS:
[redacted]

FAIL:
[redacted]

TIP: New Terrain and Token rules
As mentioned in the beginning of the book we aren't going to put the rules for the new Terrain in every encounter.

If you need to reference the rules for any new Terrain or *Effect* tokens, go to Pg. 7 or Pg. 47 you will find what you need there.

Tier Four: The Slaving Pit

A palpable sense of anticipation grips you as you feel the Pit Boss's presence draw near. The chamber you now enter teems with Adlets, all laboring with heightened urgency to placate their master. Hopefully here there will be some clues, or a loose-tongued laborer might divulge the location of the commanding Adlet. Time to hose down this sweatshop!

Setup

TILES
UM5, UM19, UM11, UM15

TOTEMS
1 x Blue
1 x Green

TERRAIN
2 x Obstructing (1x1)
12 x Itlum Deposit (1x1)
3 x Itlum Deposit (2x1)
1 x Itlum Deposit (3x1)
4 x Miasma Geyser (1x1)

FIGURES
6 x Adlet Drudge
2 x Adlet Overseer
2 x Adlet Priest

SPECIAL
20 x Miasma Token

End Conditions

WIN CONDITION:
An Adventurer finds and ends their turn on the White Exit

Reward:
[redacted]
Continue to ***The Itlum City*** Pg. 28

LOSE CONDITION:
All Adventurers are Defeated.

Reward:
[redacted]
Continue to the current ***Story Round***

Special Encounter Rules

WHY ARE THEY ON FIRE?:
Only read the following hidden text if instructed:

[redacted]

THATS ME IN THE CORNER:
If you haven't already, reveal **Small, Medium and Large Hidden Cards PB05 and PB07**.

THE CHALICE BEAR-ER:
Only read the following hidden text if instructed:

[redacted]

CONTINUED ▶

The Slaving Pit continued

Loot LVL : Uncommon

BLUE LOOT:

RED LOOT:

Objectives

GREEN OBJECTIVE:

Only read the following hidden text if instructed:

A:

B:

BLUE OBJECTIVE:

Only read the following hidden text if instructed:

YELLOW OBJECTIVE:

Only read the following hidden text if instructed:

PURPLE OBJECTIVE:

Only read the following hidden text if all the Adlet Priests have been Defeated:

A:

B:

RED OBJECTIVE:

Only read the following hidden text if instructed:

Totems

GREEN TOTEM:

BLUE TOTEM:

A:

B:

TIP: New Terrain and Token rules

As mentioned in the beginning of the book we aren't going to put the rules for the new Terrain in every encounter.

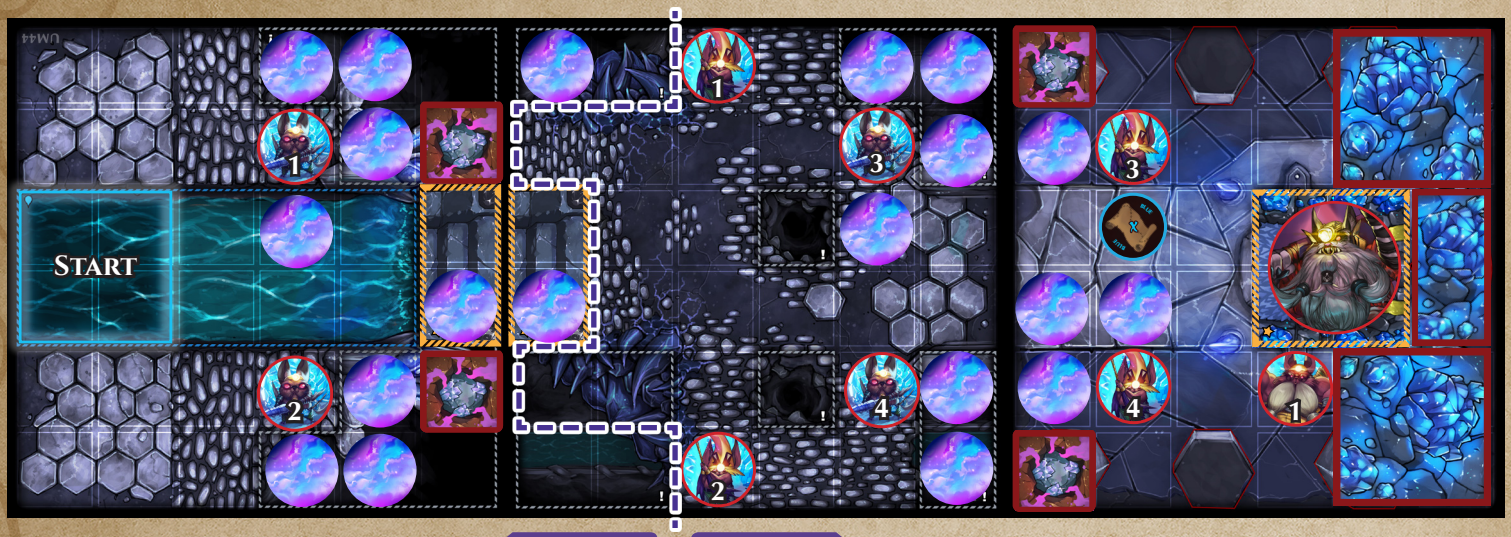
If you need to reference the rules for any new Terrain or *Effect* tokens, go to Pg. 7 or Pg. 47 you will find what you need there.

CONTINUED ▶

Tier Five: The Itlum City

Brushing aside the dense curtain of roots, a corridor of stunning grandeur reveals itself. Its walls, ceiling, and floor are entirely encrusted in the iridescent glow of Itlum. Four Adlet Priests stand sentinel on the steps, their eyes smoldering with resentment. Yet they seem frozen in place, evidently bound by orders. Beyond lies the throne room, where a staggering mound of raw Itlum glistens. Atop it sits the Pit Boss, ruling atop a throne made from Itlum.

The Pit Boss dwarfs even the largest Adlet you've encountered in the mine, radiating an aura of formidable confidence. By his side, an Adlet Overseer lingers, perhaps a second-in-command. The Pit Boss meets your eyes, a chilling smile unfurling on his face as the Overseer whispers in his ear. Then the unexpected happens, the abbysal-sized Adlet rises his hand and beckons you forward.



Setup

TILES
UM44, UM42, UM62

FIGURES
4 x Adlet Drudge
2 x Adlet Priest (1-2)
2 x Adlet Priest (3-4)
(Combustion Sage)
1 x Adlet Overseer
1 x The Pit Boss
(Boss)

TERRAIN
1 x Itlum Deposit (2x1)
2 x Itlum Deposit (2x2)
4 x Miasma Geyser (1x1)
1 x Obstructing (1x1)
2 x Steps (2x1)
1 x Itlum Throne (2x2)

OBJECTIVES
1 x Blue

SPECIAL
20 x Miasma Token

End Conditions

WIN CONDITION:
The Pit Boss is Defeated.

Reward:
[redacted]
Continue to the current ***Story Round.***

LOSE CONDITION:
All Adventurers are Defeated.

Reward:
[redacted]
Continue to the current ***Story Round***

Special Encounter Rules

THE ITLUM KING:
The Pit Boss is the self-proclaimed Itlum King. He controls all the Adlets in his mine, and they wouldn't dare defy his orders. Reveal **Small and Extra Large Hidden Cards PB14.**

Adlet Type Combatats will not activate unless instructed to do so. If you target or deal damage to an *Adlet Type* Combatant before reading the Blue Objective, Read the Red Objective.

RUGGEDO THE ADLET AIDE:
The Adlet Overseer standing by the Pit Boss is a powerful Overseer and also his right-hand Adlet. This Adlet has an additional **15** Health. If Ruggedo would be Defeated, instead remove him from the board. If you haven't already, reveal **Small Medium and Large Hidden Cards PB05.**

ITLUM THRONE ROOM:
The Special Terrain Token on **Tile UM44** is treated as Elevation **2**, and the *Special Terrain* token on **Tile UM42** is treated as Elevation **3**. The *Special Terrain* token on **Tile UM62** is treated as *Hindering Terrain*.

BOSSES ORDERS:
Only read the following hidden text if instructed:
[redacted]

CONTINUED ▶

Objectives

RED OBJECTIVE:

Only read the following hidden text if instructed:

PURPLE OBJECTIVE:

Only read the following hidden text if instructed:

A:

B:

C:

BLUE OBJECTIVE:

Only read the following hidden text if all four Adventurers are on **Tile UM62**:

ORANGE OBJECTIVE:

Only read the following hidden text if instructed:

GREEN OBJECTIVE:

Only read the following hidden text if instructed:

Loot LVL : UNCOMMON

BLUE LOOT:

GREEN LOOT:

Diagram 1

UM23 **UM29**

Setup

TILES
UM11, UM25, UM1, UM3

TOTEMS
1 x Orange
1 x Purple

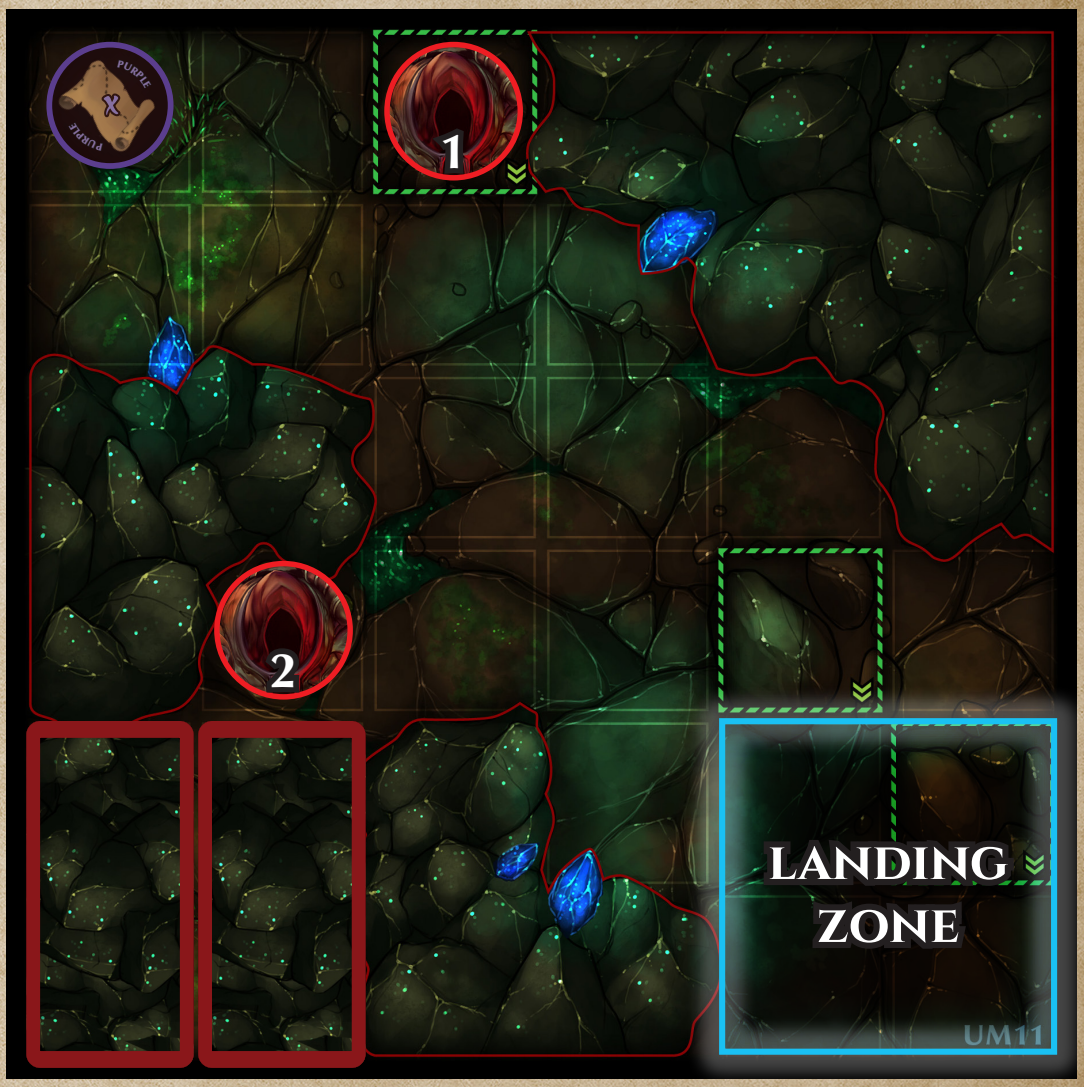
TERRAIN
5 x Itlum Deposit (1x1)
1 x Miasma Geyser (1x1)

SPECIAL
3 x Miasma Token

FIGURES
6 x Adlet Drudge
2 x Earth Loa

EXITS
1 x Yellow

Diagram 2



Setup

TILES
UM11

TERRAIN
2 x Obstructing (2x1)

FIGURES
2 x Animate

OBJECTIVES
1 x Purple

Diagram 3

Setup

TERRAIN
3 x Itlum Deposit (1x1)

LOOT
1 x Red

EXITS
1 x Red
1 x Blue

FIGURES
4 x Adlet Drudge

Diagram 4

Setup

TILES
UM19

TERRAIN
1 x Passage (1x1)

OBJECTIVES
1 x Red

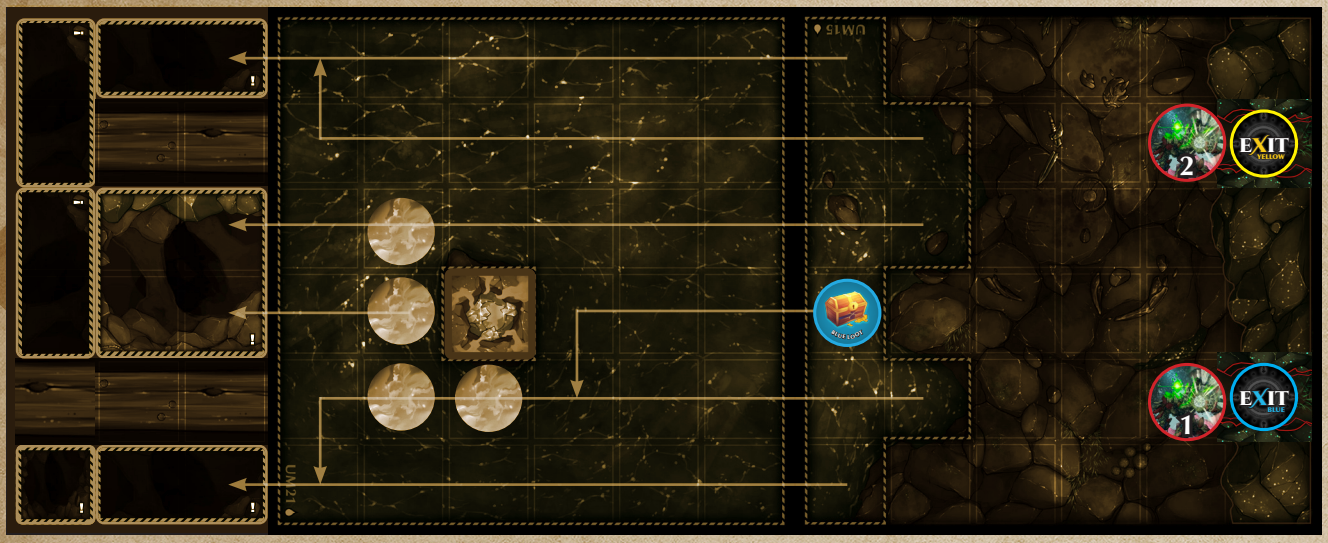
EXITS
1 x Red

FIGURES
2 x Animate

Special Encounter Rules

TWO ANIMATES, ONE UNLUCKY ADVENTURER:
As you peer down the passage, you see **2** Animates battling a weary Adventurer. As they meet your gaze, they pause for a second too long and are struck down by the Animates. If you defeat the Animates or they are no longer adjacent to the Adventurer you may take and Encounter Action to try and assist them. If you do, read the Red Objective.

Diagram 5



Setup

FIGURES
2 x Earth Loa
(Itlum Rich Variation)

TERRAIN
2 x Passage (1x1)

LOOT
1 x Blue

EXITS
1 x Blue
1 x Yellow

Special Encounter Rules

SUGAR, WE'RE GOING DOWN:
The Blue Loot token travels double the speed in the Raging Current, moving 6 spaces instead of 3. If the Blue Loot token is not retrieved by the time it reaches the Dangerous Terrain it is lost and removed from the map.

Diagram 6

Setup

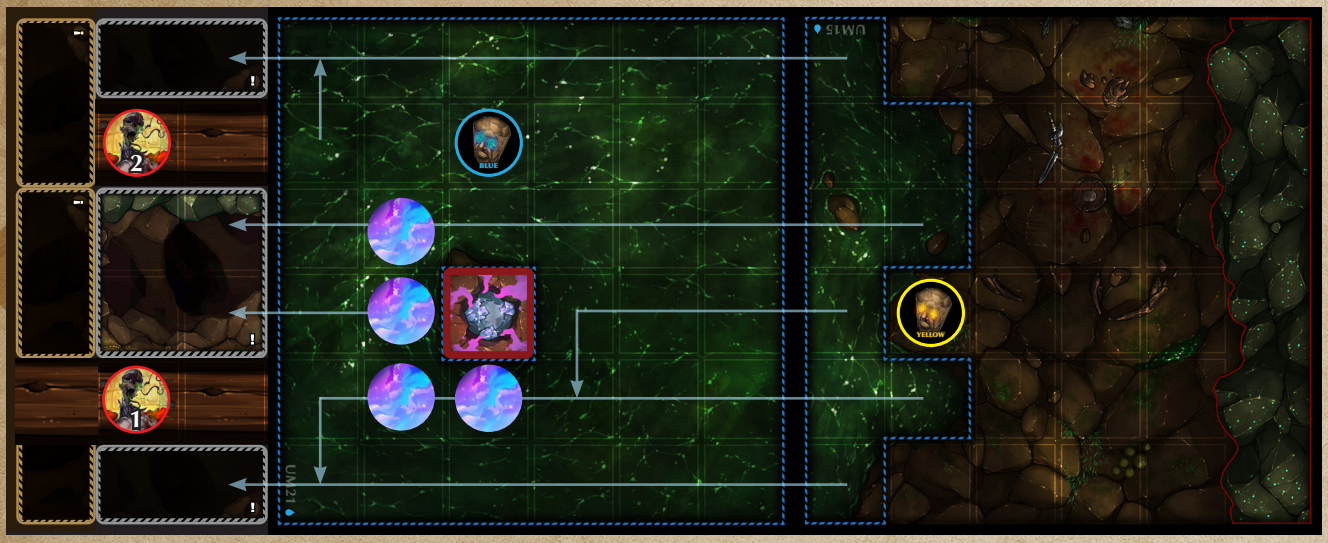
TILES
UM3

TOTEMS
1 x Red

TERRAIN
1 x Passage (1x1)
1 x Obstructing (2x1)
1 x Obstructing (3x1)
4 x Itlum Deposit (1x1)

Diagram 7

UM17



Setup

TILE
UM21, UM15

FIGURES
2 x Blighted Guardian

TERRAIN
1 x Miasma Geyser (1x1)
2 x Dangerous (2x1)
1 x Dangerous (2x2)
1 x Plank (1x1)
2 x Plank (2x1)

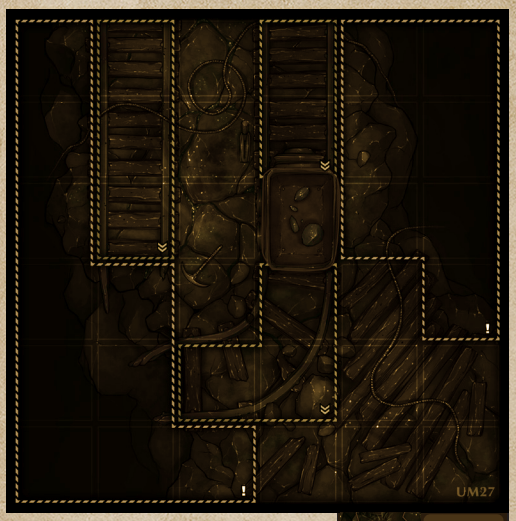
TERRAIN CONT.
1 x Small Miasma Ring

TOTEMS
1 x Blue
1 x Yellow

Special Encounter Rules

YOU SHALL NOT PASS:
Up ahead, on the rickety bridges, you see two poor souls that have become victims to the Blight. These now blighted creatures must have been guardsmen, originally charged with standing watch, as you hear them muttering "Who goes there..." again and again. Due to their time spent in the watery enviroment, it seems they have adapted to the rapid currents and are not affected by them.

Diagram 8



Special Encounter Rules

LIKE A TREASURE FROM A SUNKEN PIRATE WRECK:

These Cave Sickles are like none you have encountered, or even heard of before. Each Sickle has an eerie shiny blue glow about them that matches the Itlum Crystals they stand next to.

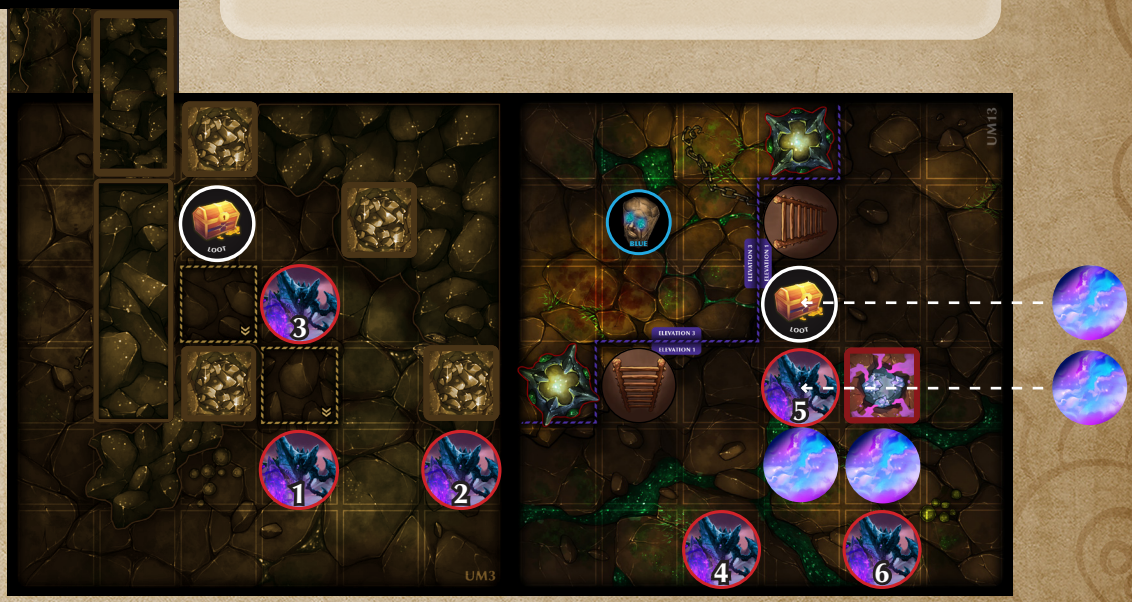
As they move their joints make snaps, crackles and pops, releasing an aura of Miasma around each of them. These Sickles are going to be trouble. Reveal **Small and Large Hidden Cards PB08**.

BUILT-IN LADDER:

The *Ladder* tokens in on **Tile UM13** can't be moved.

MIASMA TOKEN PLACEMENT:

The white dotted line shows that the *Miasma* tokens occupy the same spaces as the White Loot token and *Cave Sickle* 5.



Setup

TILES
UM13

FIGURES
6 x Cave Sickle
(Itlum Infused Variation)

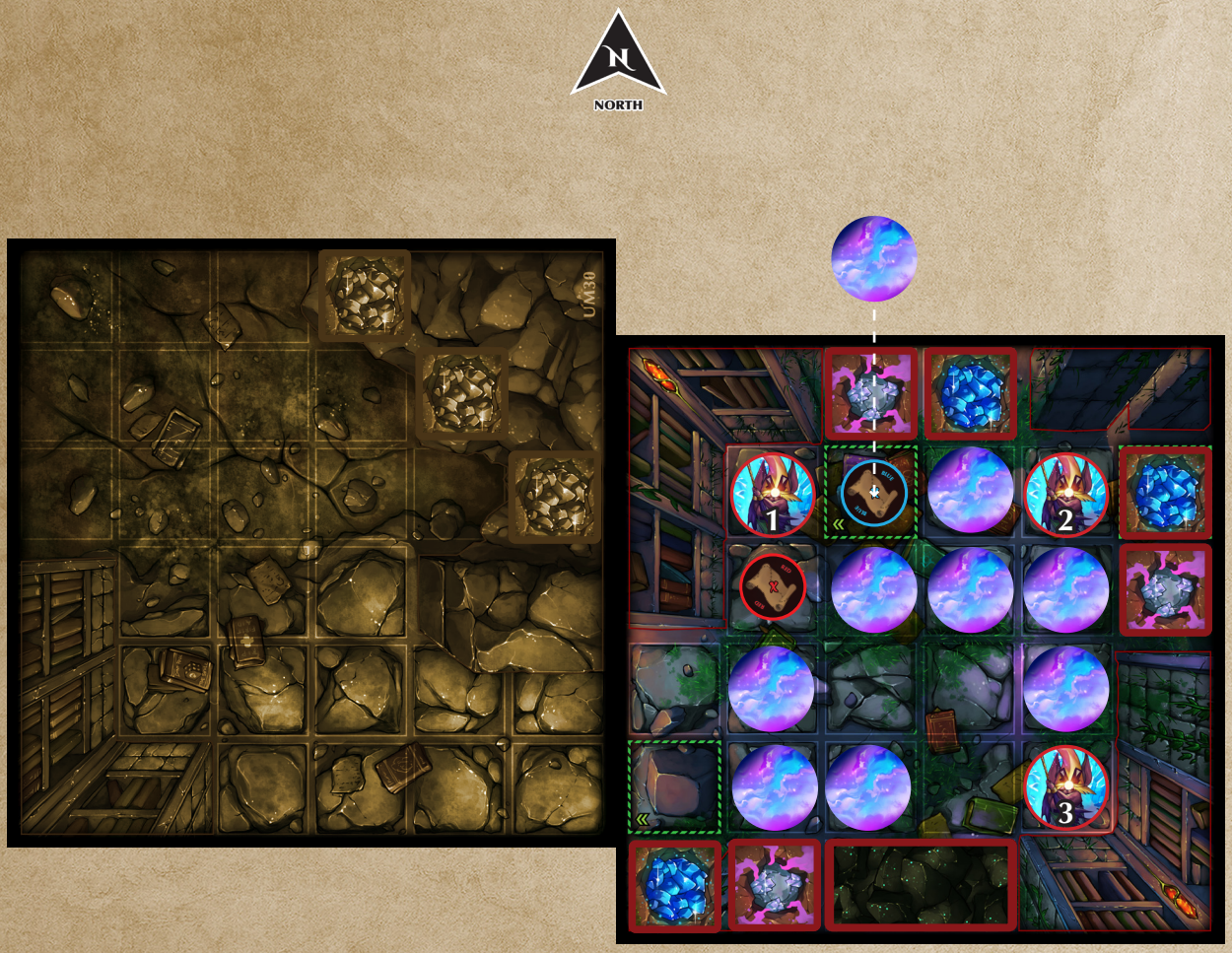
TERRAIN
2 x Ladders (1x1)
1 x Miasma Geyser (1x1)

SPECIAL
4 x Miasma token

LOOT
2 x Random

TOTEMS
1 x Blue

Diagram 9



Special Encounter Rules

ADLET SORCERY:
If you haven't already, reveal **Small, Medium and Large Hidden Cards PB07**.

MIASMA TOKEN PLACEMENT:
The white dotted line shows that the *Miasma* token occupies the same space as the Blue Objective.

Setup

TILES
UM26

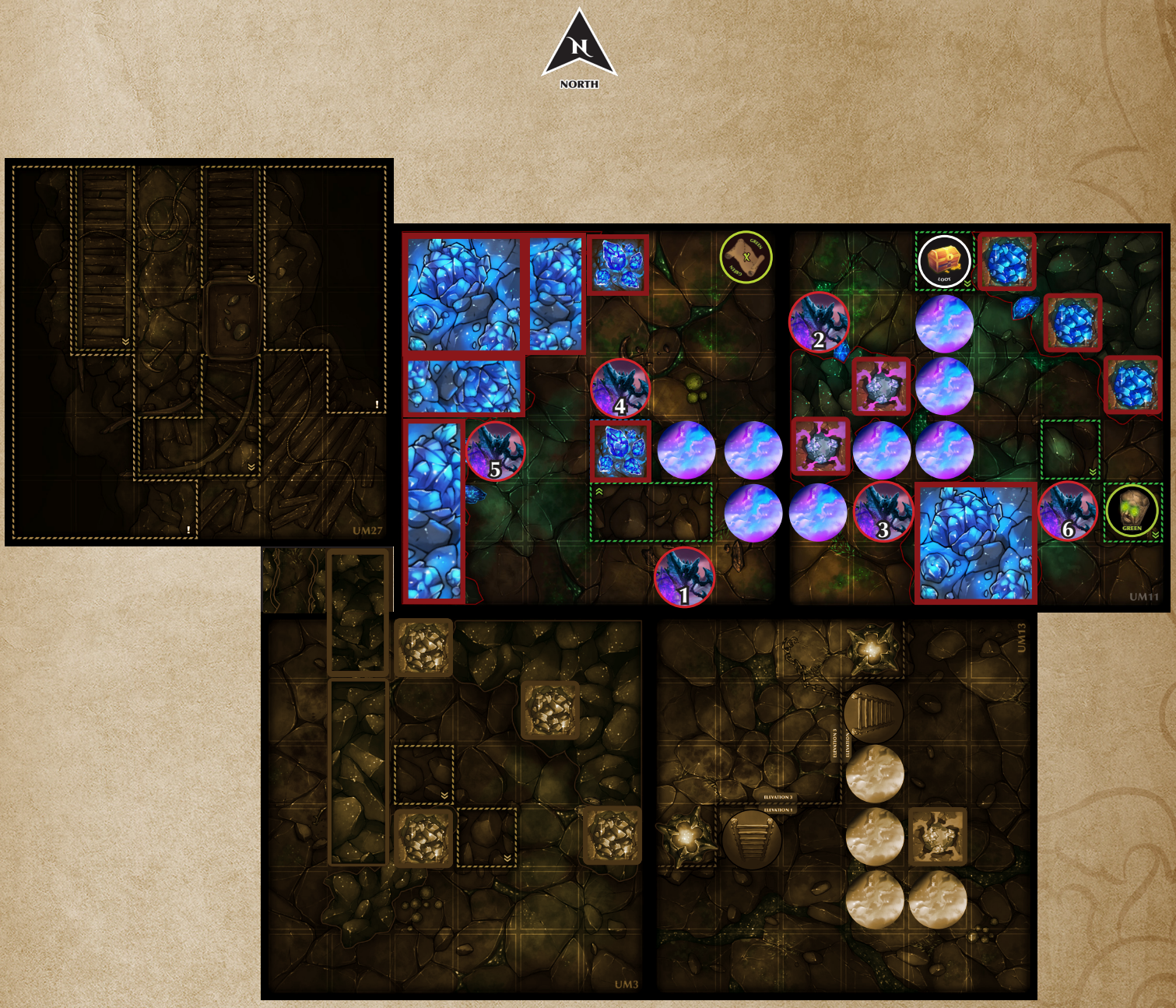
FIGURES
3 x Adlet Priest

TERRAIN
1 x Obstructing (2x1)
3 x Itlum Deposit (1x1)
3 x Miasma Geyser (1x1)

SPECIAL
9 x Miasma token

OBJECTIVES
1 x Blue
1 x Red

Diagram 10



Setup

TILES
UM7, UM11

LOOT
1 x Random

TOTEMS
1 x Green

TERRAIN
5 x Itlum Deposit (1x1)
2 x Itlum Deposit (2x1)
1 x Itlum Deposit (3x1)
2 x Itlum Deposit (2x2)
2x Miasma Geyser (1x1)

SPECIAL
8 x Miasma token

OBJECTIVES
1 x Green

FIGURES
6 x Cave Sickle
(Itlum Variation)

Diagram 11

NORTH

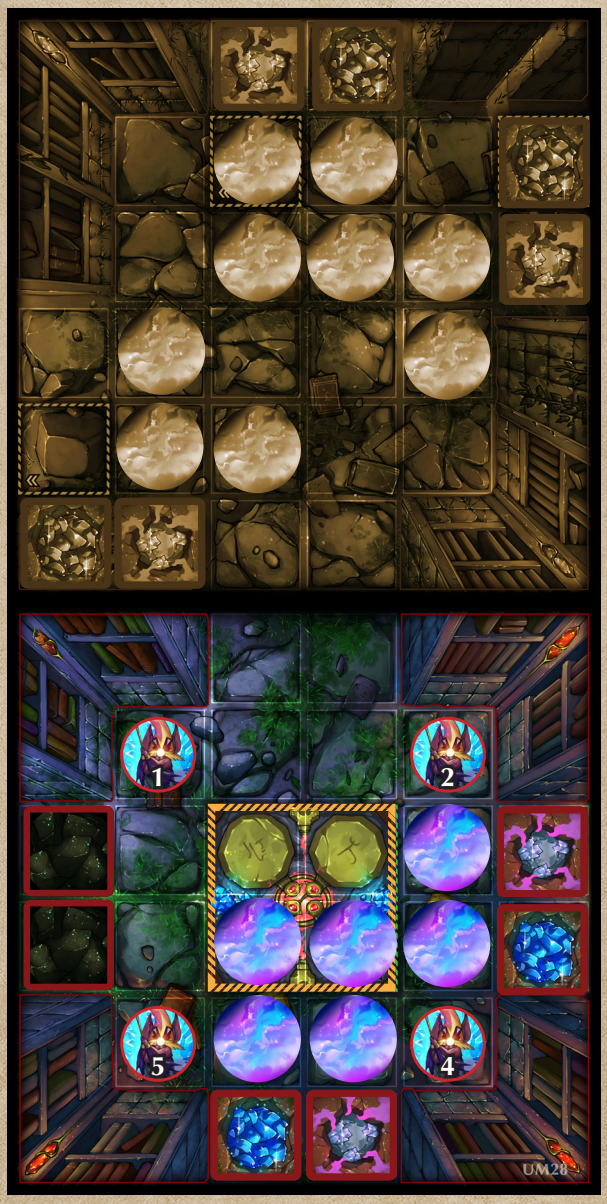
Special Encounter Rules

CHACHAPOYAN PRESSURE PLATE:
In the middle of the room is what appears to be a giant platform pressure plate, you assume this is what unlocks the next door. It costs **2** Movement Points to move into these Special Terrain spaces. If **2** or more figures occupy the Special Terrain spaces on tile **UM28** immediately read the hidden text below that equals the number of figures occupying the Special terrain.

2 Figures:

3 Figures:

4 Figures:



Setup

TILES
UM28

FIGURES
4 x Adlet Priest

TERRAIN
2 x Obstructing (1x1)
2 x Itlum Deposit (1x1)
2 x Miasma Geyser (1x1)
1 x Pressure Plate (2x2)

SPECIAL
6 x Miasma token

Diagram 12

UM52 **UM60**

Setup

TILES
UM34

LOOT
1 x Yellow
1 x Blue

TERRAIN
1 x Obstructing (2x1)
1 x Obstructing (3x1)

TOTEM
1 x Purple

Diagram 13

Setup

TILES
UM38, UM30

LOOT
2 x Random

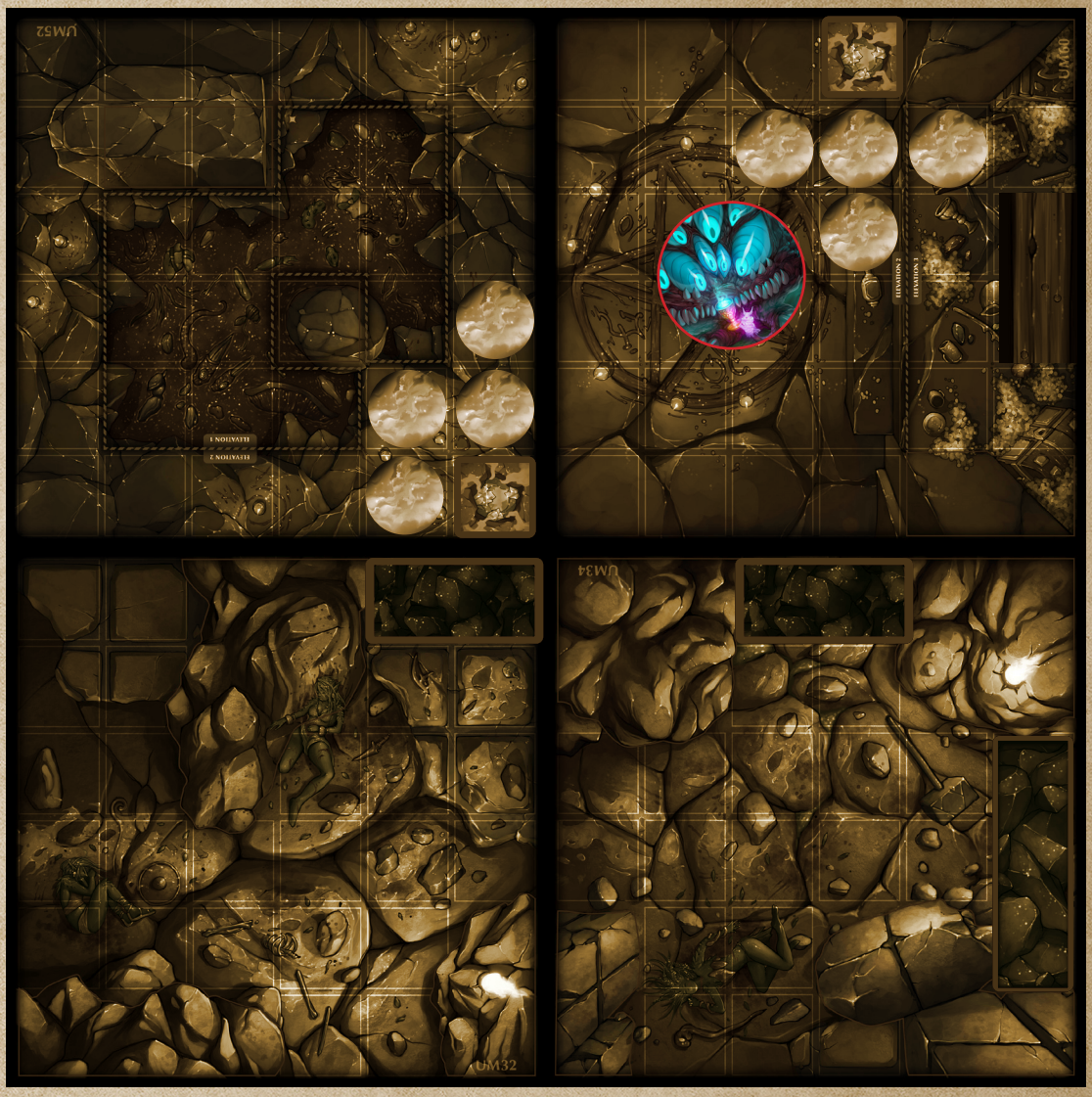
TERRAIN
2 x Obstructing (1x1)
2 x Itlum Deposit (1x1)
3 x Miasma Geyser (1x1)

SPECIAL
12 x Miasma token

FIGURES
4 x Adlet Priest

TOTEMS
1 x Green

Diagram 14



Setup

FIGURES
1 x Lure Bear
(Whimsie Connected)

Special Encounter Rules

THE LURE OF THE LURE BEAR:
Only Read once the Lure Bear has been dealt **150** or more Damage.

Diagram 15
Tier Four: The Money Bin

Your fall finally comes to an end. Surprised that you survived the perillous plummet, you open your eyes to find yourself waist-deep in a mass grave full of Adventurers, Adlets and other creatures alike. In the southwest corner of the the pit is a lone Water Loa, it is terrified and obviously no threat to you. Time to think quick, this is not a place you want to be at all.

Setup

TILES
UM52, UM60, UM32

FIGURES
1 x Water Loa

TERRAIN
1 x Obstructing (2x1)
1 x Plank (2x1)
2 x Miasma Geyser (1x1)

SPECIAL
8 x Miasma token

TOTEMS
1 x Green

OBJECTIVES
1 x Red

The Money Bin continued

End Conditions

WIN CONDITION:
An Adventurer finds and ends their turn on the White Exit.

Reward:
[redacted]
Continue to ***The Slaving Pit*** Pg. 26

LOSE CONDITION:
All Adventurers are Defeated.

Reward:
[redacted]
Continue to the current ***Story Round***

Special Encounter Rules

FRAIL LIMB NURSERY:
You're not sure how long it's been trapped in this place, or even how it wound up down here. All you know is that the Loa is terrified, huddled down in the corner of the bloody pit too scared to even move. It is definitely not a threat to you. This Water Loa is treated as an Ally this encounter.

NEVER SAY DIE:
If the Adventurers have interacted with an *Objective* or *Loot* token during the round, do not add an *Urgency* token to the Initiative Track.

Objectives

BLUE OBJECTIVE:
Only read the following hidden text when an Adventure ends their turn in a space adjacent to this token:

[redacted]

YELLOW OBJECTIVE:
Only read the following hidden text if instructed:

[redacted]

[redacted]

RED OBJECTIVE:
Only read the following hidden text when an Adventure ends their turn in a space at Elevation **2** and adjacent to the Water loa:

[redacted]

Totems

GREEN TOTEM:

[redacted]

PURPLE TOTEM:
This Totem is only visible once instructed:

[redacted]

BLUE TOTEM:

[redacted]

Loot LVL : UNCOMMON

BLUE LOOT:

[redacted]

YELLOW LOOT:

[redacted]

GREEN LOOT:

[redacted]

A:

[redacted]

B:

[redacted]

RED LOOT:

[redacted]

TIP: New Terrain and Token rules
As mentioned in the beginning of the book we aren't going to put the rules for the new Terrain in every encounter.

If you need to refernce the rules for any new Terrain or *Effect* tokens, go to Pg. 7 or Pg. 46 you will find what you need there.

Quick Reference

Tabel BE2-1: New Combatant and Tracker Tokens

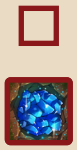
NAME	TOKEN	EFFECT
Itlum Shard		*Itlum Shard* tokens are a tracker token used by the *Adlet Type* Combatants and Conduits. Specific abilities listed on *Adlet Type* Combatant cards will instruct you when to gain and when to use *Itlum Shard* tokens.
Obscuring / Miasma		*Obscuring* tokens represents debris, clouds, or other forms of airborne particulates that impede your vision. **Obscuring Tokens:** • Cannot be moved, Damaged, or affected by Currents, Abilities, or Special Encounter Rules that don't specifically call them by name. • Can be placed in any non-obstructing space. ***Obscuring*** tokens do not replace Terrain, instead, they add to the existing effects of the Terrain they are placed on. • Come in different types. These types may have additional rules associated with their tokens. • ***Obscuring*** tokens placed into a space that already contains an ***Obscuring*** token of the same type cannot be placed. If the type of ***Obscuring*** token being placed is different, it will replace the existing ***Obscuring*** token type with the new type. • When determining if a figure has Line of Sight to a space, figures can draw Line of Sight into but not through a space containing an ***Obscuring*** token. • Figures do not provoke break attacks while leaving spaces that contain ***Obscuring*** tokens. ***Types of Obscuring Tokens*** ***Miasma Token rules:*** (the only *Obscuring* token you will encounter in this product) *Miasma* represents noxious fumes produced by Raw Itlum Crystals. In addition to following all rules associated with ***Obscuring*** tokens, ***Miasma*** has the following rules: • When determining if a figure has **SOI** to a space, figures can draw **SOI** into but not through a space containing ***Miasma***. • A figure that moves into, ends their turn in, or occupies a space that has ***Miasma*** placed into it, is dealt **1 IRREDUCIBLE DMG. THEN** make an **INTELLIGENCE + PRESENCE 15** check if they fail they are Inflicted with ***Sedate***.
Ladder		Ladders are special Tracker tokens that are found both on tokens and printed on Tiles and Sheets. Using some Abilities, Adventurers may also add them to the board. Ladders provide a new way for figures to move up and down Elevation during a Move Action that they normally couldn't. • Ladders may only be placed on spaces that also have an adjacent space with an Elevation difference. • Ladders do not block line of sight, do not modify a space in any way, and can be placed on any terrain a figure could also normally occupy.. • Ladders can occupy and share the same space as any other token or figure. • A ladder that takes damage from terrain is removed from the board. • When a figure moves from one Elevation to another, they may use a ladder so long as the ladder token occupies either the space they moved from, or the space they moved to. When doing so, they may move to or from any difference in Elevation by spending additional movement points equal to the difference in Elevation from one space to another. If they do not have enough Movement Points, they may not use the ladder to make this Elevation change. • Free Movement cannot be used to use a Ladder.
Mimicry Loot		Mimicry Loot are special Tracker tokens used in encounters where random loot tokens are present. If revealed you will spawn a Combatant with the **MIMICRY TAG**. • When placing Random Loot tokens in Encounters, shuffle in the Mimicry Loot token with the other random Loot tokens. If the Mimicry Loot token is revealed, Spawn an Intelligent Combatant with the **MIMICRY TAG** in an unoccupied adjacent space to the space the loot token occupied. Then draw an unused random loot token and place it in the space the Mimicry loot token occupied. If no **MIMICRY TAG** Combatant was Spawned resolve the newly placed loot token. • Once a Mimicry Loot token has been drawn it can't be used again for that encounter.

Quick Reference continued

Table BE2-2: New Effect Tokens

NEGATIVE EFFECT	TOKEN	EFFECT
SEDATE		✤ PASSIVE When making a **MOVE** Action, you only Gain half of your total Movement Points (Rounded Up). You also only Gain half of any bonus Movement or Movement Points added to that **MOVE** action (Rounded up).

Table BE2-3: New Terrain Types

SYMBOL	EFFECT/DESCRIPTION
	**ITLUM DEPOSITS: (OBSTRUCTING TERRAIN)** *Itlum Deposits* contain the lifeblood of the Adlets, Itlum crystals. They **MINE** the crystals to use them for tools, technology and consumption. Each time an *Itlum Deposit* is **MINED** by an *Adlet Type* Combatant, roll the **BLACK** ⬢, if a 💀 is rolled, the *Itlum Deposit* is now empty, place a *Miasma Geyser* on the space adjacent to the *Adlet Type* Combatant, if the *Itlum Deposit* is bigger than **1X1** all other spaces it occupied are replaced with *Obstructing* Terrain. If there are already **4** *Miasma Geysers* on the board, instead the *Itlum Deposit* detonates and is removed from the board, replaced with *Obstructing* Terrain. All Adventurers adjacent to the exploding *Itlum Deposit* are dealt a **WHITE** ⬢ of **IRREDUCIBLE DMG.**
 OPEN CLOSED 	**MIASMA GEYSERS: (OBSTRUCTING TERRAIN)** *Miasma Geysers* release highly toxic Miasma Gas into the atmosphere. When a *Miasma Geyser* is first placed onto the board, place *Miasma* tokens in all non-Obstructing terrain spaces adjacent to the *Miasma Geyser*. At the end of every round, open *Miasma Geysers* will place **1** *Miasma* token in the nearest non-Obstructing space to the *Miasma Geyser* that doesn't contain a *Miasma* token but is adjacent to as many *Miasma* tokens as possible. As an Encounter Action a *Miasma Geyser* may be closed by making a **STRENGTH 10** check while adjacent to it. However if you fail, all adjacent Adventurers are dealt a **WHITE** ⬢ of **IRREDUCIBLE DMG** and are Inflicted with *Sedate*. Once a *Miasma Geyser* has been closed the *Miasma* that surrounds it begins to dissipate. Remove all *Miasma* tokens adjacent to the *Miasma Geyser*. Then, at the start of the next round, remove any remaining *Miasma* tokens placed from the now closed *Miasma Geyser*. All *Miasma Geysers* are placed open unless specified otherwise. (**LIMIT 4**). **MIASMA GEYSERS - CLOSED: (OBSTRUCTING TERRAIN)** *Miasma Geysers* once closed no long release gasses and function exactly like Obstructing Terrain. (**LIMIT 4**)

Place art here